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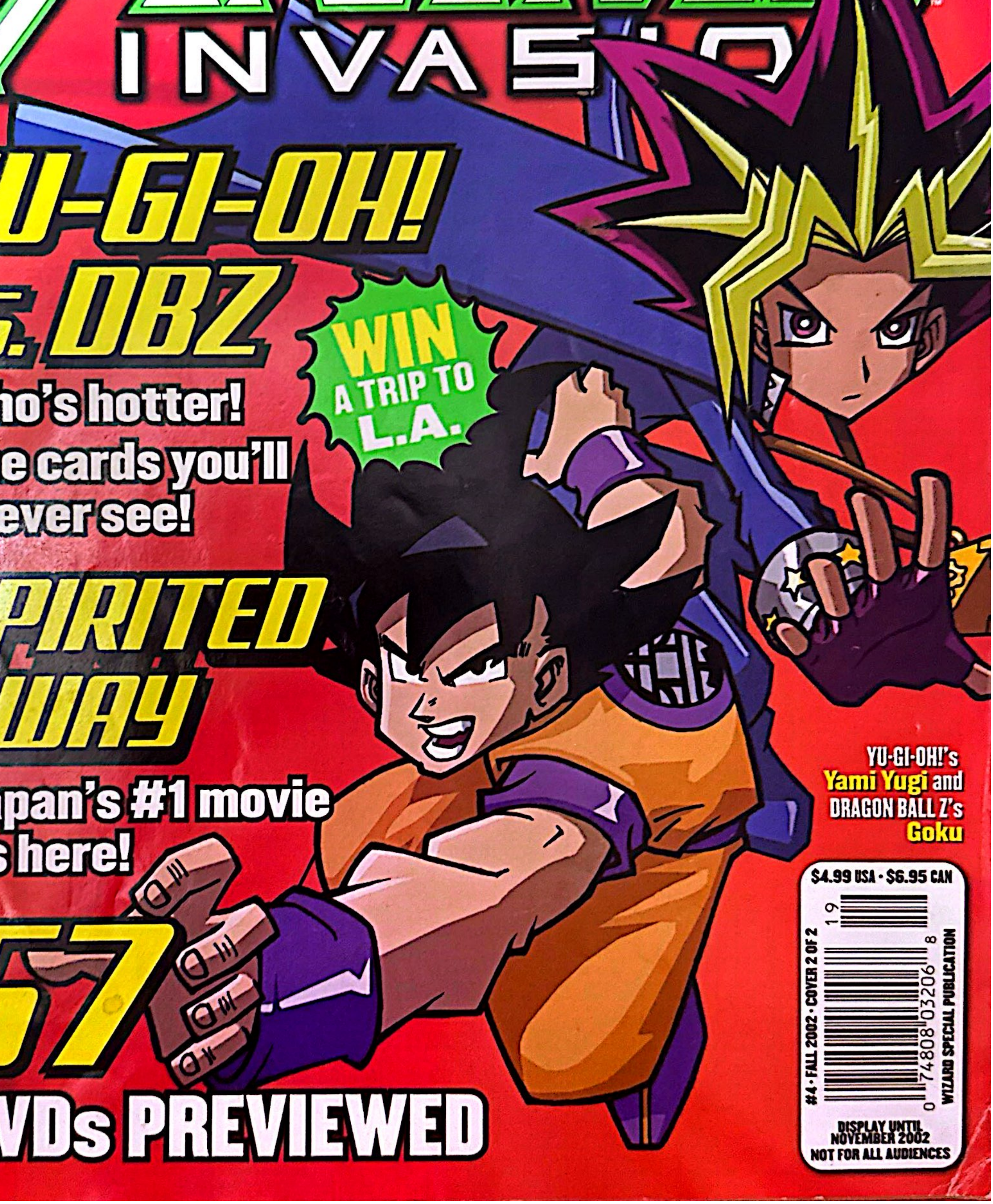
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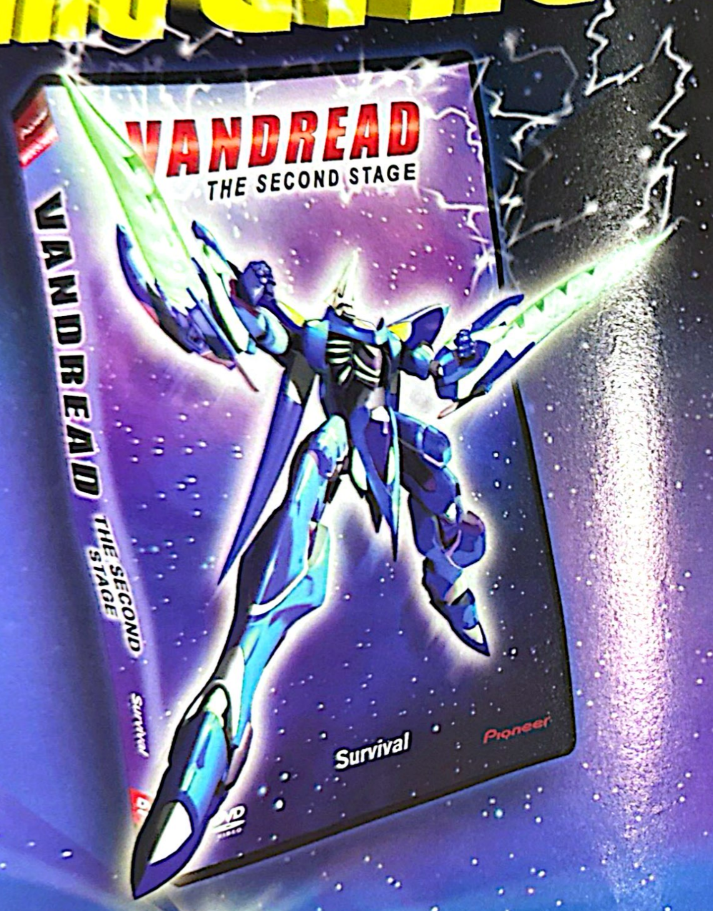

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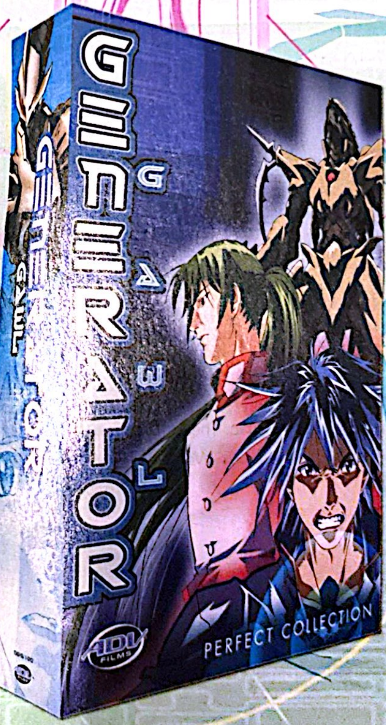
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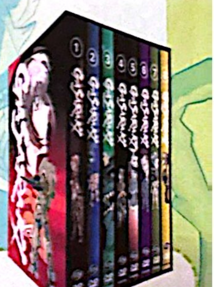

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50 **A WINNING SPIRIT** *Spirited Away*, the world's hottest anime movie, is finally here and we've got the full skinny on its voyage to America. **By Fred Patten**

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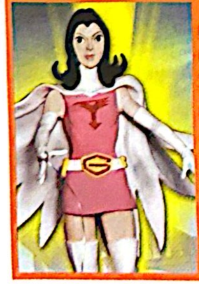
ON THE COVERS

On the Covers: *G Gundam's* Shining Gundam really shines thanks to artist Keu Cha, and *DBZ's* Goku and *Yu-Gi-Oh!'s* Yugi are brought together by Skottie Young.

TOY OFFERS!



Double your pleasure with two exclusives toys—a Transluscent Shining Gundam and a helmetless Princess from *Battle of the Planets*. Turn to pages 48 & 87 for yours!

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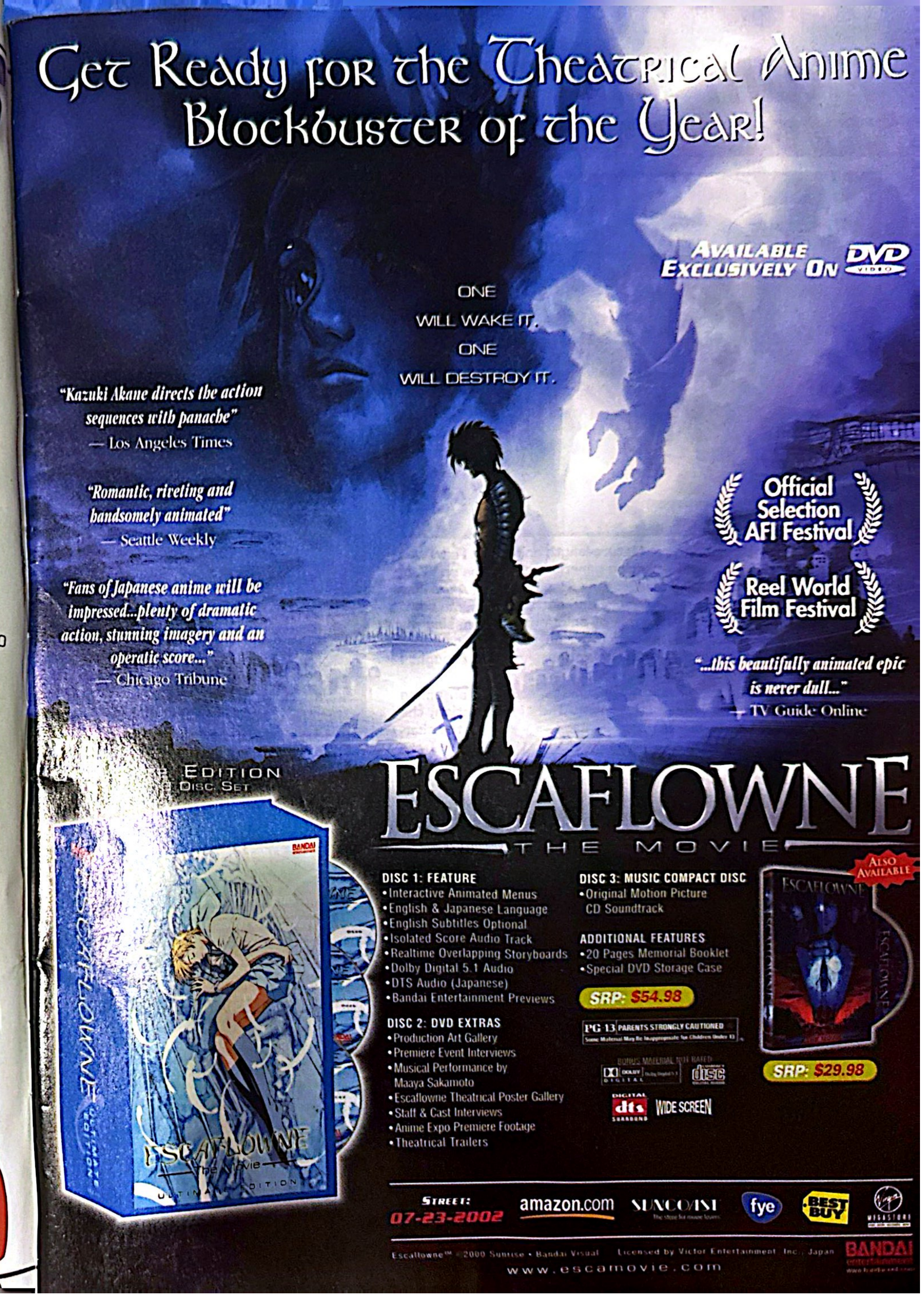

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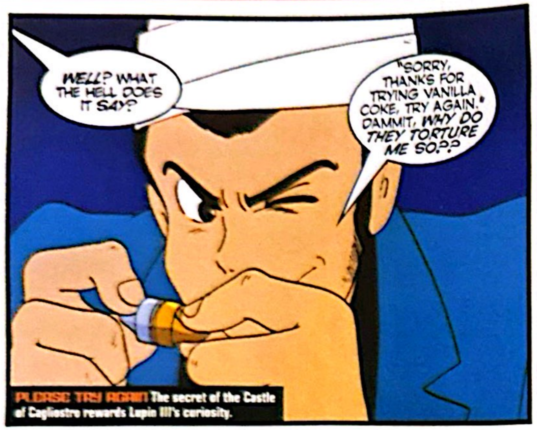
FROM THE TOP

THE DAY EVERYTHING I KNEW CHANGED


WELL? WHAT THE HELL DOES IT SAY?
"SORRY, THANKS FOR TRYING VANILLA COKE. TRY AGAIN." DAMMIT, WHY DO THEY TORTURE ME SO?!?

PLEASE TRY AGAIN The secret of the Castle of Cagliostro rewards Lupin III's curiosity.

Like most anime fans, the first feature-length anime film I saw was *Akira*. Sure, I'd grown up watching generic robot anime on TV, in the form of the sprawling space opera *Macron 1*, but *Akira* was my first exposure to the depth of story and detail that anime could deliver. I thought it was the pinnacle of animation, surpassing my beloved Disney movies in a way that no other animated film could.

Then I saw *The Castle of Cagliostro*, and everything I thought I knew changed.

I saw the movie in my first year of college, through an anime society on campus, and I was blown away. The kinetic action, the simplicity of the art style, the slapstick comedy—my love for the character of Lupin began there, as well as my desire to see more films like this one. Over the course of the next two years, I learned who Hayao Miyazaki was, and what he could do. *Kiki's Delivery Service* was the next film in the series, then *Nausicäa of the Valley of Wind*, then *Laputa: Castle in the Sky* (which remains one of my favorites to this day).

Finally, I saw the movie called *My Neighbor Totoro*, and my head exploded. (Not literally, of course.) Now, I could say that I really enjoyed the lifelike movements of the girls Satsuki and Mei, or that the design of Totoro appealed to my Disney-loving sensibilities, but I think I'd rather say..."catbus." It's a cat...and a bus! Cat! Bus! Put them together, what do you get? Catbus! Needless to say, I enjoyed the film.

A year or so later, *Princess Mononoke* made my head explode (again, figuratively) in an entirely different way altogether, and now we have *Spirited Away*. Watching *Spirited Away* made my heart well up with joy just knowing that Miyazaki still had more to give. The man manages to top himself with every movie he makes, and I can only imagine what his next movie, which he's already working on, has in store for us.

Here's hoping there's a catbus.

Zach T. Oat

Zach Oat
Managing Editor, *Anime Invasion*

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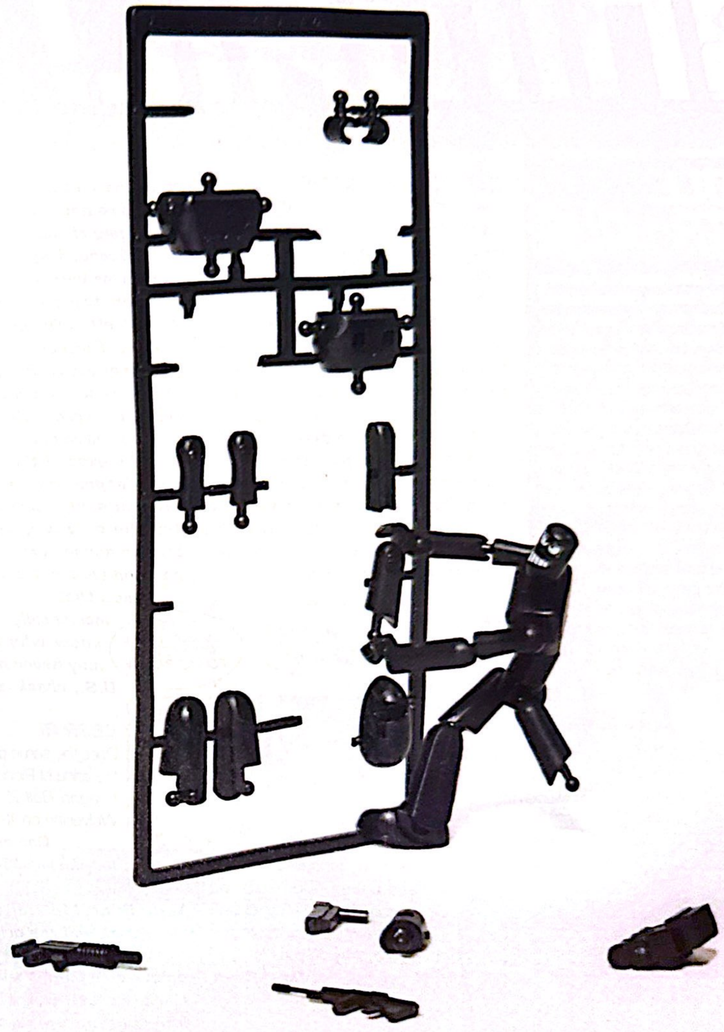

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ANIMAIL!

WHOLE LOTTA LOVE

Reaction to last issue's ranking of the top 10 anime romances of all time drew its fair share of mail! Folks were pretty positive about Sailor Moon's Serena and Darien at the top of the chart, but everyone had their own opinion as to what other couples did and didn't belong on the rest of the list. That kind of feedback is what makes this letters column fun, so always let us know what you think!

Oh, and to that guy who suggested the torrid love affair between Pokémon's Misty and Squirtle should have been No. 1, I have only this to say: Please stop reading our magazine.

HURRY! I THINK SOMEONE'S COMING!
VICTORIA'S SECRET CATALOG, HERE I COME!
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DEAR ANIME INVASION,

In your last issue, you chewed someone out for their support of fansubs. I, too, buy fansubs, and I don't see what the big deal is.

Yes, they're illegal, but most people, including the ones who *make* the anime, don't care. Fansubs get their work shown to people in America before it's ever released, making for a bigger profit when the anime does come to America.

Plus, if people know of the series, they're more apt to go to import stores and buy imported products for the anime, which means more money for the people who make it. It effectively doubles the market. Also, most anime clubs show fansubs, which again exposes people to the anime.

One last point is that how else are you supposed to see anime that never makes it to the U.S.? One such series that may never see light in the U.S. (at least on video) is *Sailor Moon Sailor Stars*.

If you don't buy fansubs, how will you see anime titles such as *Doraemon* or *Crayon Shin-Chan*? If the people who make the anime don't care, why do you?

Doug Clark
Otakumon3@aol.com

DON'T "BUB" ME! I WAS SAVING THOSE FOR COMPANY!
DUDE, I'LL BUY MORE POPSICLES TOMORROW.
PICCOLO & WOLVERINE

I didn't chew anyone out. Fan-subtitled videos are part of anime culture, and always will be. We're not about to dog anyone for buying them.

I responded to a question about why Anime Invasion doesn't tell people where to purchase fansubs. I think it's not ethically appropriate for us to do so. Fansubs are technically illegal, the quality is often poor, and many fansub vendors are out to make a profit, not spread the anime love.

You pointed out some great ways fansubs expand the awareness of English-speaking anime fans. And like you said, sometimes fansubs are the only way we'll ever see certain anime series. But it is illegal, and we can't promote it. And that's that.

Incidentally, if you want to know why Sailor Stars may never make it to the U.S., check out page 40.

DEAR ANIME INVASION,

Does the same person who does the voice of Piccolo in the dubbed *Dragon Ball Z* do the voice of Wolverine on *X-Men: Evolution*?

Dominique Williams
ladydeath[illegible]34 @yahoo.com

Yep, Scot McNeil voiced both Wolverine and the original Piccolo, back when DBZ was being shown on basic TV (now it's Voice Director Chris Sabat). But McNeil is also the dubbed voice of Jajuka in Escaflowne and Principal Kuno on Ranma 1/2!

OTAKU'S BLACK BOOK

HEY, OTAKU FREAKS!
Write to us here at "Letters from the Front," c/o ANIME INVASION, 151 Wells Ave., Congers, NY 10920, or get with the times and e-mail us at animeinvasion@aol.com. And hey, we also want letter art—we know anime fans draw the best, and we want to show off the best you've got, along with the best cosplayers. Thanks, yo!

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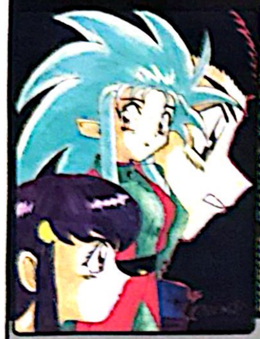

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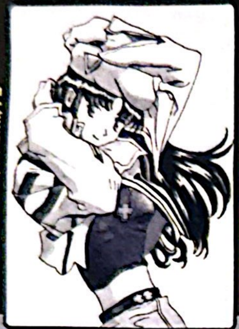

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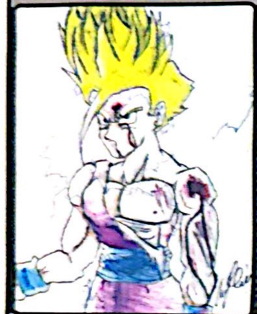

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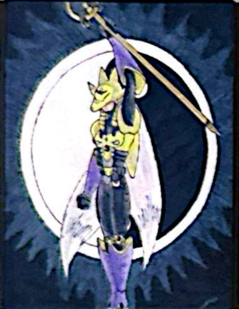

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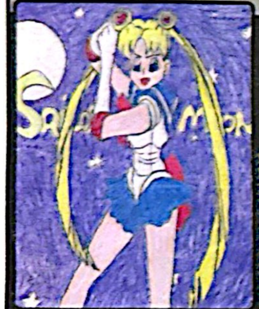
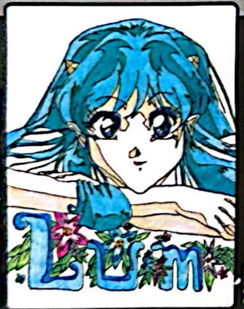


SAILOR MOON
DANI LEWTON, GILLETTE, WY



LUM
JORDAN FAYETTE, COLUMBUS, TX

DEAR ANIME INVASION,

I want more fan art! Can't you devote an entire page to it or something? Or maybe two pages? Hey, maybe you could run a big eight-page fan art section in the back of the magazine each month! What do you say?

India Kelly
Columbus, OH

We're always refining our content to reflect what you, the cherished readers, want to see! Want more fan art? Let us know! Want more coverage of your favorite series? Let us know! Want an Anime Invasion swimsuit issue? Let us know!

DEAR ANIME INVASION,

This is in response to your very disheartening reply in issue #3 to Callum James Cox, who wanted to send his idea to anime studios. Yes, it is hard to get your script read, or your artwork seen, because of the idiotic notion that studios already have a similar idea in a filing cabinet somewhere, or the more realistic liability issue.

But one of the ways to allay any fears of copyright infringement is to include a non-disclosure document with your submission. If done properly, this protects both sides.

I'd like to see *Anime Invasion* encouraging people to get into this industry instead of bashing people over the head and throwing up obstacles to worry about. Maybe we can incite people to start their own production companies if the existing ones are so obstinate, [illegible] and "stuck in their own culture"?

magusa[illegible]AOL.COM

I'm never going to take a [illegible] on anyone's dreams. In grade school, everyone said I was crazy for wanting to write an anime letters column when I grow up. But I proved them wrong, didn't I?

Your point about the non-disclosure agreement is a good one. And I'd never dissuade anyone from getting into the animation field as a writer or artist. But anime, by definition, comes from Japan,

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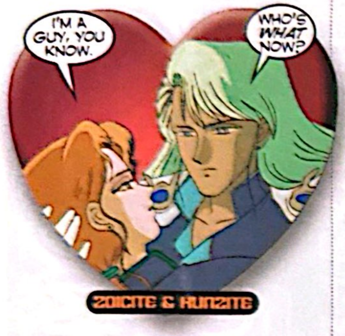
and Japanese studios aren't interested in submissions from American amateurs for a whole litany of reasons.

It's not impossible, and Americans sometimes work for anime companies. So if that's your dream, go for it! But last issue, Pioneer's Chad Kime pointed out all the reasons it's going to be an uphill battle. Be prepared.


I'M A GUY, YOU KNOW.
WHO'S WHAT NOW?
ZOICITE & KUNZITE

DEAR ANIME INVASION,

I agree wholeheartedly with your pick as the No. 1 love story, *Sailor Moon* ["Drawn Together," AI #3]. Yet, I was surprised to see that you only mentioned the main couple, Usagi/ Mamoru, and not any of the other, more controversial couples. My favorite couples in the whole series are part of this group, including Zoicite/Kunzite and Haruka/Michiru.

C.J. Gren
chibi_jupiter@hotmail.com

Sailor Moon is chock-full of lovin', that's for sure! The romances you named would have definitely made the list if we'd had more room.

DEAR ANIME INVASION,

Hey, I want to see more anime, like the hilarious *Trigun*, or *Vampire Hunter D*, or even more *Neon Genesis Evangelion*. But my mom would totally *freak*! She thinks the edited version of *DBZ* is bad! She doesn't even know that I watch *Yu Yu Hakusho* and *Cowboy Bebop*. (Thank God she doesn't or she'd pitch a fit.) Please help me out here! The list of anime I want to see is unbelievably long...please help!

Suzanne Knight
vegetahalo007@juno.com

Your mom is totally bogus, Suzanne! I guess you can come live with us. We can clear out a space in the warehouse. I think there's an old couch back there you can sleep on. But you're going to have to earn your keep! And no parties, got it?

DEAR ANIME INVASION,

My name is Taylor Couch. I am related to Tim Couch. He is my cousin, no lie. I am dead serious. Just call me Phacia. I am 11 years old.

I have some anime drawings that I drew. No tracing included! I love anime. I draw dragons and people. I have some questions.

1. Can I get 12 issues of *Bubblegum Crisis* comics free.
2. Can I get the next 20 issues of *Anime Invasion* free.
3. Please ask the Japanese creators of the game *Lunar 2: Eternal Blue Complete* to sign an autograph for me, and draw their characters on the paper next to the autographs.

Phacia
Eastlake, OH

It certainly is an honor to meet the cousin of Tim Couch! In answer to your questions:

1. No.
2. No.
3. No.

Thanks for writing! All the best!

It's always grea[illegible] help out the fans! Well, I'm [illegible]ta here for another...hmm...[illegible] often do we come out these d[illegible]? Anyway, the next time the mag[illegible]ne comes out, there I'll be. See [illegible]

Tom Root

—Tom Root

Tom Root sure would like to see Rei Ayanami compete on American Idol. She'd kick that Simon guy's ass.

THE FRONT DOOR

Are you a newbie? Want in on what these anime fans are babbling about?

BAKA—[BAH-kah] Japanese for "idiot." Along with "kawaii" [cute], the most popular Japanese word learned by anime newbies.

CHOTTO MATTE—[CHO-toe MOT-tay] A frequent phrase, this means "Wait!" or "Just a minute!"

ECCHI—[EH-chee] Just like *hentai*, it means "pervert" or "perverted," but it has milder connotations.

FANSUB—[Um...FAN-sub?] Unlicensed copies of anime with subtitles added by fans.

MANGA—[MAHN-ga] Japanese comic books.

MINNA-SAN—[MEE-na SAN] Often heard from the mouths of Sailor Scouts, this simply means "everybody" or "everyone."

OTAKU—[oh-TOCK-oo] Hardcore anime fan. If you bought this mag, you probably are one.

SEIYUU—[SAY-yoo] A voice actor or actress.

SHÔNEN—[SHO-nehn] An adjective meaning "for boys." Shônen manga, shônen anime, etc. Shojo is the equivalent "for girls."

TANKOUBAN—[TAN-ko-bahn] A collection of many issues of manga, similar to American trade paperbacks.

VCD—Stands for Video Compact Disc. A low-quality format found in Asian markets.

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INVASION NEWS+NOTES

EAST MEETS WEST COAST

Otaku madness conquered all! Get the goods on Anime Expo 2002!

HEY, TALLGEESE! MEET ME ON THE OLD COUNTRY ROAD AND WE'LL SEE WHO'S THE FASTEST!

"D" GUNDAM? TokyoPop's Initial D car was just one of many sights at Anime Expo.

Imagine over 16,000 Gokus, Ryokos, Vashes and Sailor Scouts, all gathered in one place. Is this downtown Neo Tokyo? Nope. It's Long Beach, California, site of Anime Expo 2002, America's largest Anime madness scene.

The Expo was the place to be for otaku this past Fourth of July, with tons of guests, screenings, concerts and vendors. The famous nighttime events—where fan goodness reigns—were the American premiere of Bandai's new Gundam series *G Gundam*, as well as the U.S. theatrical premiere of the Cowboy Bebop movie, *Knockin' on Heaven's Door*, which was packed to the rafters. (Don't fret—you'll see it this winter, thanks to Columbia Tristar.)

But the biggest draw, as always, was the Masquerade, where fearless anime fans dress up to show off their costumes and perform skits in front of a massive audience. The show was kicked off on a surreal note by the Delano High School Drum Ensemble, each member dressed in full anime costume, which played a 6-minute medley of Final Fantasy music. Of the 50-plus skits performed, several of them were based on the Final Fantasy game series, including one where the cast of *Final Fantasy X* sang the Meow Mix theme to defeat the monster Yojimbo. The winner of the night, however, was a two-minute, perfectly costumed stage rendition of *Vampire Hunter D: Bloodlust*.

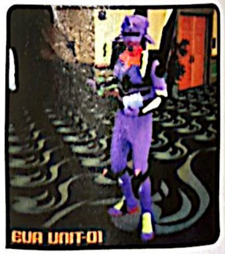
The daytime is when fans drool over the lengths anime and manga companies go to hawk their wares and make their announcements. Pioneer became a fan-favorite destination by turning their booth into a Gothic house staffed with Alucard, the gun-toting vampire from their hit series *Hellsing*. Bandai's booth had video games, model-building contests and an actual theatre; ADV had a huge two-story base from which they dispensed free shirts and swag like benevolent kings to the screaming throng; TokyoPop, not to be outdone, set up outside, with games of skill and a real 1986 Toyota Sprinter Trueno AE86, as featured in the extra-cool street racing manga *Initial D*.

Important announcements made at the show included:

- Central Park Media will bring out the fan-favorite shoujou TV series *Revolutionary Girl Utena* on DVD.
- TokyoPop will offer the manga based on French thief Lupin III this year.
- Pioneer announced three new licenses: the cute-yet-violent anime *Mahoromatic*, the third *Fushigi Yuugi* series and *Chobits*, the newest series from CLAMP (X, *Cardcaptor Sakura*). ■ Robert Bricken

FINAL FANTASY X CAST

RANMA 1/2'S SHAMPOO AND RANMA



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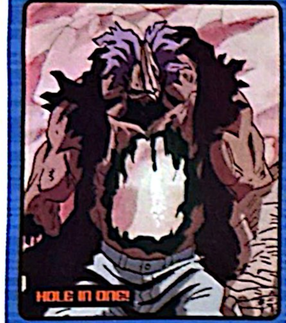
DEATH OF THE MONTH

THE CYBORG FROM "STREET FIGHTER ALPHA"



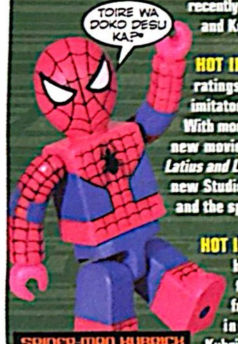
You'll never complain about indigestion again after witnessing this cyborg's strange demise. Dr. Saddler kidnapped Ryu's incredibly powerful younger brother, Shun, and placed him inside the chest of a cyborg warrior. With the boy's siphoned powers making the machine the deadliest menace in town, Ken and Chun Li's attacks mean nothing—they're soon down for the count! How can Ryu defeat this sibling-sucking monster? Easy: he powers up and throws a Hado-ken blast from his hands, blowing a massive hole through the cyborg's torso and smashing his brother out the other side. Truly, it's all in the wrist. ■ Zach Oat

RISING FUN

WHAT'S HOT IN JAPAN

HOT ON TV: In *Chobits*, a kid in Hokkaido named Hideki fails his university entrance exams and decides to go to prep school in Tokyo for a year. Once there, he ends up buying a computer which, a la *Oh My Goddess* and *Video Girl Ai*, seems to produce an actual girl. It sounds like a familiar concept, but its constant hilarity has made it a hit.

HOT IN VIDEO GAMES: It's fairly unusual for a sports game to reach the top spot with RPG-crazed Japanese gamers, but *World Soccer Winning Eleven 6* is flying off the shelves, thanks to the recently completed World Cup held in Japan and Korea.



SPIDER-MAN KUBRICK

"Where is the bathroom?"

HOT IN THE THEATRE: Despite sagging ratings, an aging fan base and a raft of imitators, *Pokémon* is still going strong. With more than 160 episodes behind it, the new movie *Protectors of the Water City—Latius and Latios* is holding its own against the new Studio Ghibli picture, *The Cat Returns*, and the space opera *Six Angels*.

HOT IN TOYS: Spider-Man has always had a loyal following in Japan, and the new movie has started the frenzy anew. Medicom Toy is cashing in with Marvel Superheroes Kubricks—a six-figure, randomly sorted set that includes Spidey, Wolverine and Iron Man, among others. The rare pieces in the set are Dr. Doom and a "What If Venom Possessed The Punisher" figure. ■ Kumar Sivasubramanian

WHO WANTS TO BE A MANGA-KA?

TokyoPop contest gives you the chance to be a manga superstar

So, otaku...you think you've got what it takes to become a great manga-ka (manga creator)? Then listen up, because TokyoPop's giving you just that chance.

As a tip of the hat to their fans, and in recognition of the unrecognized talent out there, manga publisher TokyoPop (*Cowboy Bebop, Cardcaptor Sakura*) is holding a "create your own manga" contest, and the grand prize could be a career in manga!.

"One grand prize winner, besides getting $2,500 cash, will be flown to our headquarters, have the chance to pitch his or her idea to us and maybe walk away with a job creating the series," explained Luis Reyes, senior editor at TokyoPop. "A second-place winner receives a cash prize of $1,000, and eight runner-ups each get $500. All winning entries will be published in a talent showcase, *Manga Anthology Book*, in the spring of 2003."

Various factors inspired TokyoPop to have this contest, besides just knowing there's a ton of talent out there. "We wanted to give our readership and otaku the opportunity to get their stuff noticed," said Reyes. "Besides, manga is a distinctly different art form from American-style comic books, and is growing in popularity in the U.S. It's [illegible] natural that we offer a platform for our readers and man[illegible] fans to exercise their own manga skills.

"It's just a great way to kick-start a potential [illegible]ga career," continued Reyes. "TokyoPop would love to [illegible]h the next hot manga master!"

Submissions are required to be between 1[illegible] 25 pages long, and will be accepted until December 31, [illegible], at which point a select group of judges will choose th[illegible]ners. The *Manga Anthology Book* will be the first of what [illegible]Pop hopes will be an annual edition [illegible]ghting the work [illegible] aspiring ma[illegible] creators. ■ [illegible]nifer M. Cont[illegible]

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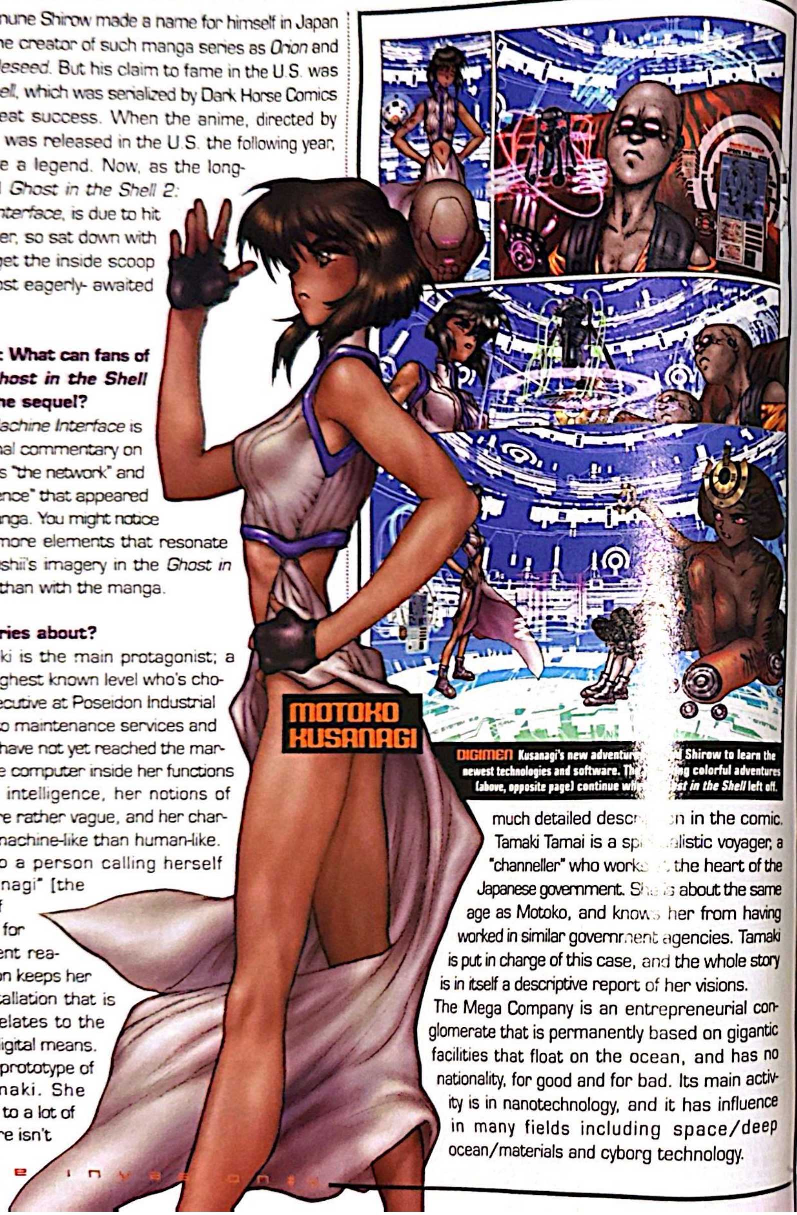
CRACKING THE SHELL

Masumune Shirow spills the beans on *Ghost in the Shell 2*

Masamune Shirow made a name for himself in Japan as the creator of such manga series as *Orion* and *Appleseed*. But his claim to fame in the U.S. was *Ghost in the Shell*, which was serialized by Dark Horse Comics in 1995 to great success. When the anime, directed by Mamoru Oshii, was released in the U.S. the following year, Shirow became a legend. Now, as the long-awaited sequel *Ghost in the Shell 2: Man-Machine Interface*, is due to hit stores in October, so sat down with Shirow-san to get the inside scoop on this fall's most eagerly- awaited manga series.



DIGIMEN Kusanagi's new adventure [illegible] Shirow to learn the newest technologies and software. The [illegible] colorful adventures (above, opposite page) continue where Ghost in the Shell left off.

***Anime Invasion*: What can fans of the original *Ghost in the Shell* expect from the sequel?**

Shirow: *Man-Machine Interface* is basically additional commentary on elements such as "the network" and "artificial intelligence" that appeared in the original manga. You might notice that there are more elements that resonate with Mamoru Oshii's imagery in the *Ghost in the Shell* movie than with the manga.

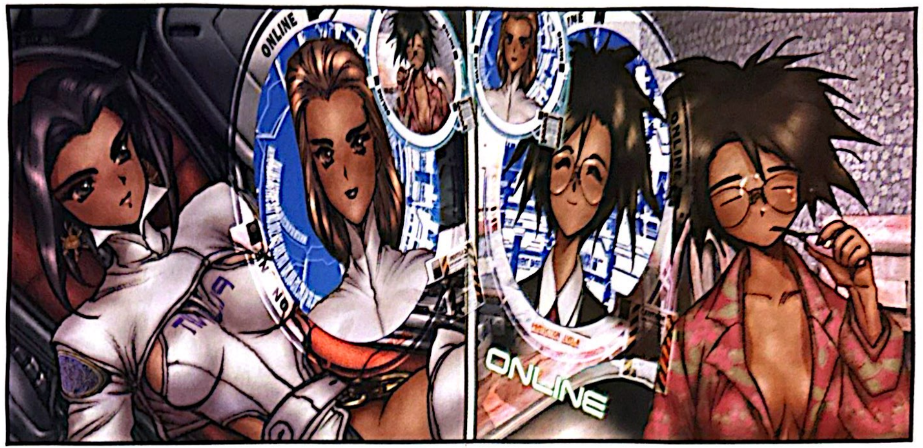
What's the series about?

Motoko Aramaki is the main protagonist; a cyborg of the highest known level who's chosen to be an executive at Poseidon Industrial to gain access to maintenance services and technology that have not yet reached the market. Because the computer inside her functions as an artificial intelligence, her notions of human rights are rather vague, and her character is more machine-like than human-like.

There's also a person calling herself "Motoko Kusanagi" [the protagonist of the first series]; for risk management reasons, this person keeps her body at an installation that is in orbit, and relates to the world through digital means. She is also the prototype of Motoko Aramaki. She seems to be up to a lot of things, but there isn't much detailed description in the comic.

Tamaki Tamai is a spiritualistic voyager, a "channeller" who works at the heart of the Japanese government. She is about the same age as Motoko, and knows her from having worked in similar government agencies. Tamaki is put in charge of this case, and the whole story is in itself a descriptive report of her visions.

The Mega Company is an entrepreneurial conglomerate that is permanently based on gigantic facilities that float on the ocean, and has no nationality, for good and for bad. Its main activity is in nanotechnology, and it has influence in many fields including space/deep ocean/materials and cyborg technology.



If someone's never read *Ghost in the Shell*, what do they need to know to understand *Man-Machine Interface*?

If you just read *Man-Machine Interface*, it's perhaps not easy to grasp whether the characters in it are robots or cyborgs, so I realize that it's not too reader-friendly. But hopefully most readers will have read *Ghost in the Shell*, and recognize the names of the characters. There are also parts of the story and art that are reminiscent of ancient Japanese mythology that are esoteric even for a Japanese reader, and I feel rather bad about this for my readers overseas. I'm sorry it's not a simple story, but I hope you can enjoy the more comprehensible parts!

How was putting this series together different than [illegible] on the original?

[illegible] they keep updating the software just when you get [illegible] the old version? [*laughs*] It's good that they keep getting [illegible] but on the other hand, I have to read the manual [illegible], and memorize the new shortcuts. I once lost [illegible] bytes of data (of artwork and manuscript, of [illegible] because the hard disk crashed: they tend to break [illegible] because I access them so often while working.

[illegible] Man-Machine *Interface* will be presented partyly in color, [illegible] black-and-white. Why?

To be honest, the book did not turn out like this for aesthetic reasons. There were restrictions imposed by its serialization in a magazine (*Young Magazine* from Kodansha), and sometimes it just reflects my production capacities at the time. When I decided to do this as a book, I knew I wanted it to have as many color pages as possible, even though in Japan most manga is in black and white, and colored work is not always welcomed.

Why the ten-year gap between series?

There was no particular reason or intention there. As I worked along from day to day, there came a point when I had produced enough pages to publish the second book.

What other projects do you work on during that time?

Well, between 1992 and 2002, I worked on the artwork that will be published in the *Intron Depot* art collection volumes 3 and 4, which are due to be published later on this year and next year. I also worked on some animation and video games, and I designed a computer mouse for a company called Elecom that will go on sale at the end of the year in Japan. As you can see, I do odd bits and pieces of work here and here.

What's up next for you?

There are four animation film projects that are in progress: the *Man-Machine Interface* movie by Mamoru Oshii; 28 episodes of a Ghost in the Shell cartoon, called *Ghost in the Shell: Stand Alone Complex* (to be produced by Production I.G.); an anime based on *Orion* that's in negotiation right now, and a new anime based on *Appleseed*. Two video game projects, one based on the Ghost in the Shell TV series, are still in the very early stages.

Three *Intron Depot* artwork collection books are in progress, as well. For Volume 3, all we need is the English translation; for Volume 4 we're working on both the Japanese and the English text; for 5, we have yet to do the text and also need to add some more artwork. When these are published, they'll go on sale here in Japan and outside of Japan at the same time.

What I would really like to do is to forget about business and make some original short animated films on my own—one day, when time allows.

Aside from your own work, what's the coolest thing you've seen?

That's a tough question, as there are so many, but the one that comes to mind is *Wallace and Gromit*. Won't there be any more sequels? Perhaps because computers are cheaper now, there are people here in Japan that make their own CG and cel-animated short films, and I also enjoy watching those. It's a pity that here there's no system of funding them like there is in Korea and in France. ■ JC

WAR OF THE WORLD

Nation battles nation and Earth is the battleground! Be prepared for the chaos of G Gundam!

by Matthew Alt

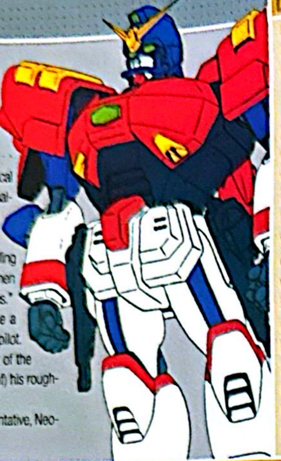
You thought there was a lot of hype surrounding the World Cup? Get ready for the giant robot equivalent! For four long years, every country in the world has researched, rebuilt, and refined their own Mobile Fighters, and the time has come to put their technologies to the test. That's right: it's time for the G Gundam Tournament!

Let's set the stage. The Earth is in ruins. Sixty years ago, the major countries fled to enormous, individualized space colonies. Tensions are high and the situation is just ripe for all-out war…but who needs war to settle conflicts, when there's the G Gundam Tournament? Devised by the space-borne nations of the world to defuse tensions without degenerating into actual messy combat, it's the perfect way for humanity to work out their aggressions. Held every four years on what's left of Earth, the G Gundam Tournament is a golden opportunity…for the tricked-out Gundam representatives of each nation to pummel the living bejeesus out of one another, that is.

And who could forget what's at stake? The right to rule the Earth (and hence, the Galaxy) for the next four years. Who needs an electoral process when you've got huge robots to settle things the old-fashioned way? That's right: the customized Gundams of dozens of countries are stepping up to the plate, but only one Mobile Fighter will emerge victorious. This year marks the 13th of an incredibly successful run of G Gundam Tournaments, but this year's tournament is looking anything but routine. Not only has the mysteriously demonic Dark Gundam gone missing, but Neo-Japan's hot-blooded Domon Kasshu and his Shuffle Alliance have entered the ring. But enough ringside commentary: Let's take a look at this season's hottest contenders!

Neo-America

GUNDAM MAXTER



PILOT: Chibodee Crockett
STATS: Height 16.3 meters, Weight 7.3 tons
WEAPONS: Gigantic Magnums x2, Fighting Knuckles x2
SPECIAL ATTACKS: Burning Punch, Machinegun Punch

The pride of Neo-America, Gundam Maxter looks like a maniacal robotic quarterback with a pair of handguns slung at its hips. An amalgam of American stereotypes (football players, boxers, and, uh, the right to bear arms) all rolled into one, Gundam Maxter positively radiates physical power and aggression. Likely tactics include disabling opponents from a distance with its twin "Gigantic Magnums," then moving in and laying waste with enormous, armored "Knuckle Gloves."

Neo-America's hopes ride on Chibodee Crockett, once a juvenile delinquent but currently a top-ranked Mobile Fighter pilot. A glory-hound who revels in his reputation as one of the best of the best, Crockett is a man of honor despite (or perhaps because of) his rough-and-tumble upbringing on the streets of New York.

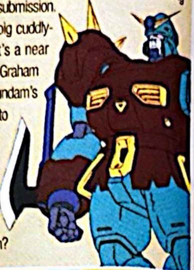
One thing's for sure: with Gundam Maxter as their representative, Neo-America's got a solid shot at the title this year.

Neo-Canada

LUMBER GUNDAM

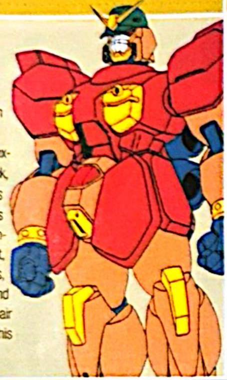
PILOT: Andrew Graham
STATS: Height: 17.0m, Weight 8.5 tons
WEAPONS: Head Vulcan Cannons x 2, Machine Cannon x 2, Lumber Axe x 2

A mechanical Paul Bunyon? Hold the back bacon! Neo-Canada's unfortunately named entry into the G Gundam Tournament is ferociously armed with a multitude of lumberjack stereotypes, allowing it to whittle enemies into submission. From enormous axes to big cuddly-yet deadly bear hugs, it's a near certainty that pilot Andrew Graham will depend on Lumber Gundam's incredible physical power to crush his way to the top. Lumber Gundam may be a minor contender, but there's no telling what kind of devastation those Lumber Axes will bring, eh?



Neo-Cuba

ARACHNO GUNDAM

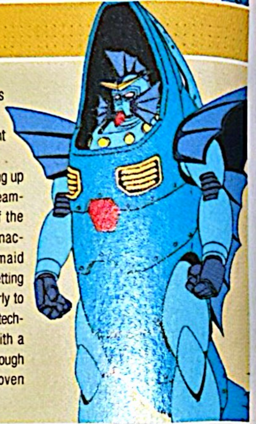


PILOT: Frank Gastro
STATS: Height: 16.9m, Weight:8.1 tons
WEAPONS: Head Vulcan Cannons x2, Tarantula Claws x6, Tomahawk Blade
SPECIAL ATTACK: Incredible Strength

Packing a seriously large axe on one arm, a sextuplet of retractable "Tarantula Claws" on its back, and a space-humidor full of Neo-Cuban Cigars (just kidding!), Arachno Gundam is Neo-Cuba's best and brightest hope for a shot at the G Gundam title. It's a safe bet to expect lightning-fast, unexpected attacks from those spidery claws, allowing the Arachno Gundam to move in and polish off the stunned opponent by hand. A pair of head-mounted Vulcan Cannons round out this Mobile Fighter's formidable armament.

Neo-Denmark

MERMAID GUNDAM



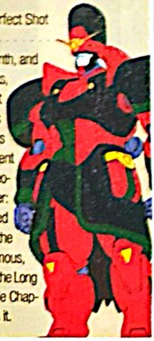
PILOT: Hans Holgar
STATS: Height: 16.5m, Weight 7.6 tons
WEAPON: Beam Bits
SPECIAL ATTACK: Mermaid Trident

Sure it looks ungainly, but just try catching up with Mermaid Gundam underwater! Seamlessly switching between the form of the humanoid Gundam and that of a menacing…um…fish, odds are that Mermaid Gundam will try to even the odds by getting wet and wild on opponents. It's too early to predict a winner, but Mermaid Gundam's technique of cornering the competition with a flurry of Beam Bits and running them through with the ol' Mermaid Trident is a proven crowd-pleaser.

Neo-England

ROYAL GUNDAM

PILOT: Gentle Chapman
STATS: Height 16.4m, Weight 7.3 tons
WEAPONS: Long Beam Rifle, Head Vulcan Cannons x2
SPECIAL ATTACK: Perfect Shot

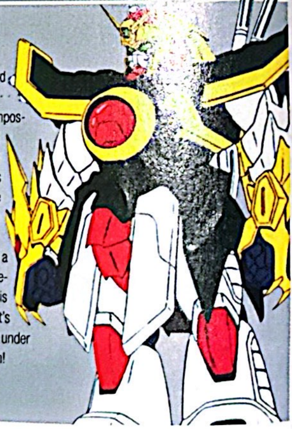


Neo-England won the ninth, tenth, and eleventh G Gundam Tournaments, so there's every reason to expect them to be a top contender this time around as well. But that was then and this is now. The current tournament marks the debut of Neo-England's all-new Mobile Fighter: the Royal Gundam. Re-designed from the ground up to retake the title, the Royal sports an enormous, menacing beam weapon called the Long Rifle—and they say pilot Gentle Chapman's never missed a shot with it.

Neo-China

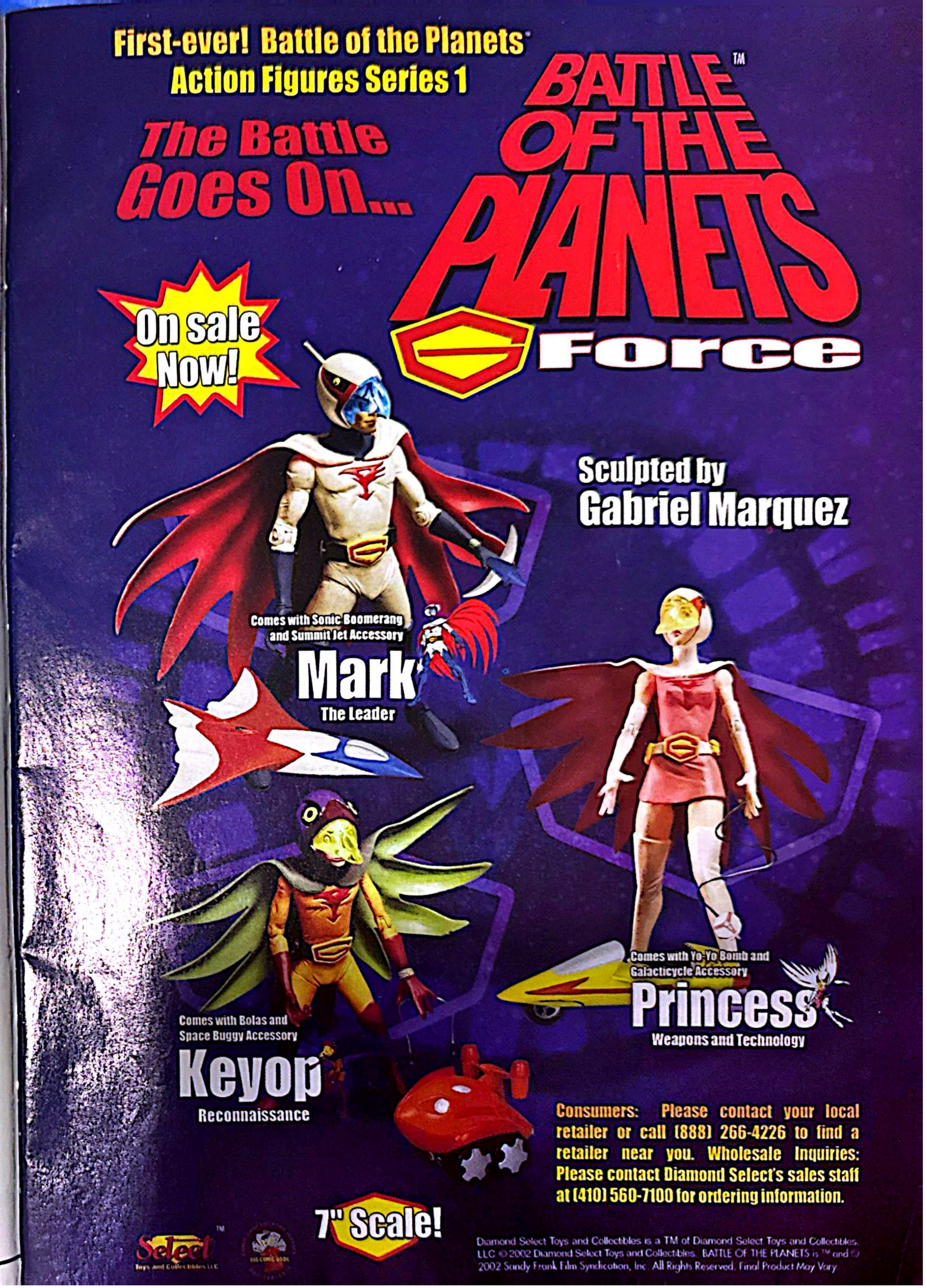
DRAGON GUNDAM

PILOT: Sai Saishi
STATS: Height: 16.4 meters; Weight: 7.4 tons
WEAPON: Dragon Claws
SPECIAL ATTACKS: Flying Feilong Flag, True Meteor Sword



Featuring a dragon theme and specialized armor that's a composite of standard Gundanium alloy and a rare-metal hybrid material, Neo-China's entry into the G Gundam Tournament is a standout on many levels. But watch out for those flying fists of fury: Dragon Gundam's arms morph into snake-like, fire breathing "Dragon Claws" that can attack opponents from unexpected angles.

Pilot Sai Saishi is a hyperactive young Shaolin fighter with a knack for hand-to-hand combat, and the Dragon Gundam was specially designed to complement his martial arts abilities. Will his quest to win the 13th Gundam Tournament end in success? It's too early to tell, but with a Mobile Fighter like Dragon Gundam under his command, Neo-China's got a big leg up on the competition!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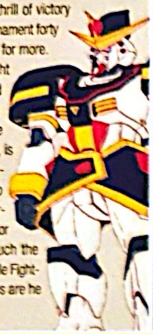
Neo-Egypt

MUMMY GUNDAM

PILOT: Dahal Muhammad
STATS: Height 16.6m, Weight 7.8 tons
WEAPONS: Mamba Whip x2, Head Vulcan Cannon x2

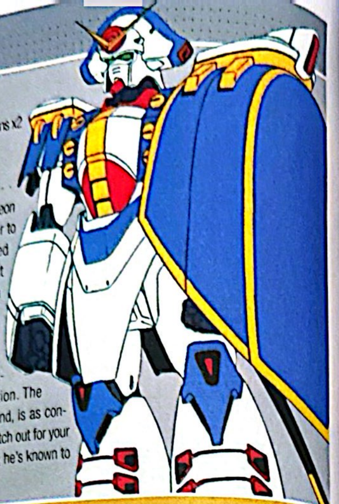


Neo-Egypt hasn't tasted the thrill of victory since the third G Gundam Tournament forty years ago, and they're hungry for more. Pilot Dahal Muhammad, thought to have been killed and buried in the massive beating his Mummy Gundam took in the fourth G Gundam Tournament, is mysteriously back at the controls and readier than ever to dispense a little justice. Wherever he's been, neither Dahal nor the Mummy Gundam look much the worse for wear. Watch out, Mobile Fighters....if he won it once, chances are he can do it again!

Neo-France

GUNDAM ROSE

PILOT: George de Sand
STATS: Height 16.2 meters, Weight 7.2 tons
WEAPONS: Rose Bits, Beam Saber, Head Vulcan Cannons x2
SPECIAL ATTACKS: Rose Screamer, Rose Hurricane



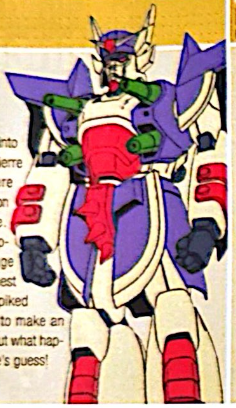
Resembling nothing so much as towering, robotic Napoleon Bonaparte, Gundam Rose is the perfect Mobile Fighter to represent Neo-France. Previous tactics have included knocking opponents off their feet with a surprise blast of Rose Bit missiles launched from under that cape on the left shoulder and running them through with a fencing-like saber. Look for more of the same in the upcoming tournament!

There's no question about one thing: expect a gentlemanly show when Gundam Rose is in the action. The aristocratic and beautiful young pilot, George de Sand, is as consummate a swordfighter as he is a musician. Just watch out for your girlfriend's heart while you're watching him in action; he's known to be as much of a ladykiller as a robot-killer!

Neo-France

MIRAGE GUNDAM

PILOT: Jean-Pierre Mirabeau
STATS: Height 16.2m, Weight 7.2 tons
WEAPOS: Mega Beam Cannon x4

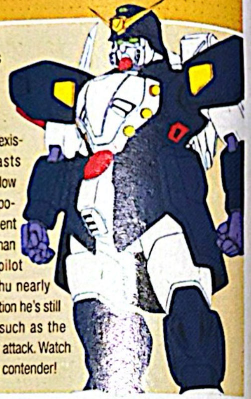


Another Neo-France contender for entry into the G Gundam Tournament, pilot Jean-Pierre Mirabeau and his Mirage Gundam were knocked out of the running in a competition with George de Sand's Gundam Rose. Although Gundam Rose is going on to represent Neo-France in combat, the Mirage Gundam is no slacker: it's armed with a chest full of huge cannons and a gloriously spiked crotch. Mirage Gundam isn't predicted to make an appearance until late in the Tournament, but what happens when it does show up will be anyone's guess!

Neo-Germany

SHADOW GUNDAM

PILOT: Schwartz Bruder
STATS: Height 16.3m, Weight 7.3 tons
WEAPONS: Spiegel Blade, Iron Net
SPECIAL ATTACK: Sturm und Drang



One of the stealthiest Mobile Fighters in existence, the Shadow Gundam boasts camouflage and evasion systems that allow it to get the drop on unsuspecting opponents. But as any G Gundam Tournament fan knows, battles are decided by more than simply a defensive game. Masked pilot Schwartz Bruder taught Domon Kasshu nearly everything he knows, but there's no question he's still got some surprises up his sleeve—such as the oppressively powerful "Sturm und Drang" attack. Watch out for some surprises from this mystery contender!

PLAY NICE, NOW!

THE RULES OF THE **G GUNDAM** TOURNEY

No sporting contest is complete without a set of rules, and breaking any of the following can result in a Mobile Fighter's total disqualification from the rest of the tournament (not to mention the shame of the country that sent them.) Just remember: it's all fun and games until a Gundam gets an eye poked out. Then it's really, really cool.

1 | Protect the Head! Any Gundam with a destroyed head is disqualified.
2 | Never purposely attack an opponent's cockpit area.
3 | Any pilot may repair their Mobile Fighter (barring a destroyed head, of course) and re-enter the tournament again until they win or are disqualified.
4 | Pilots must protect their Mobile Fighters at all times.
5 | All battles must be one-on-one.
6 | Pilots must always uphold the honor and dignity of their own countries.
7 | Earth will be the sole arena for every battle. Pilots will not be held liable for any loss of life or property damage incurred during an official battle.

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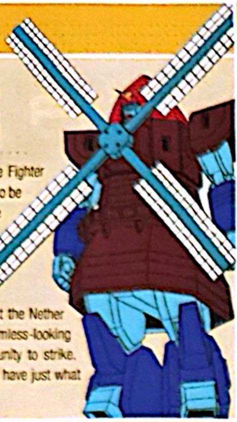
Neo-Holland

NETHER GUNDAM

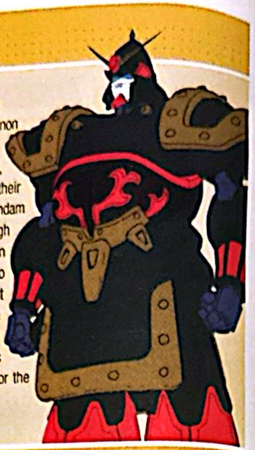


PILOT: Rutger Verhoven
STATS: Height 17.0m, Weight 8.1 tons
WEAPON: Mega Beam Cannon x10
SPECIAL ATTACK: Nether Typhoon

Neo-Holland's, uh, wind-breaking Mobile Fighter design might be unorthodox, but it looks to be remarkably versatile. Not only are those huge windmill blades capable of delivering the dreaded Nether Typhoon attack, they can be clamped onto the waist for aerial locomotion as well. Early reports suggest the Nether Gundam may conceal itself as a harmless-looking windmill, waiting for the perfect opportunity to strike. Whatever the case, Nether Gundam may have just what it takes to spin its way to the top!

Neo-Hong Kong

KOWLOON GUNDAM

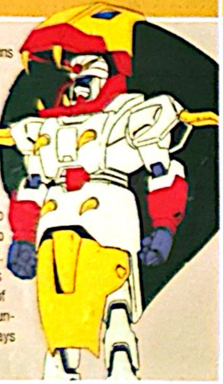


PILOT: Master Asia
STATS: Height 16.7m, Weight 7.2 tons
WEAPONS: Kowloon Cloth, Machine Cannon

Winners of the last G Gundam Tournament, Neo-Hong Kong isn't about to relinquish their status without a fight. And the Kowloon Gundam has everything they need to make it a tough one for opponents. Previous champion Master Asia knows what it takes to get to the top, and he's riding in the same exact Mobile Fighter he used to win last time around. Sporting a look reminiscent of an ancient Chinese warrior, the ferocious Kowloon Gundam is a likely contender for the top prize this year as well.

Neo-India

COBRA GUNDAM

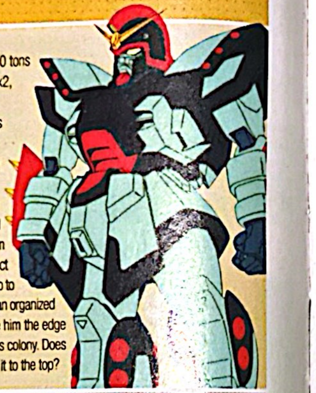


PILOT: Chandra Shijima
STATS: Height 18.8 meters, Weight 23.5 tons
WEAPONS: Cobra Pot, Peepo Sword, Flamethrower
SPECIAL ATTACK: Cobra Separation and Combination

Watch out for that tail, tournament fans! This one-of-a-kind Mobile Fighter from Neo-India is known for using its powerful tail to ensnare opponents, then detaching from it to get a better angle for bashing their heads off. And watch out for that huge snake-charmer's flute; it turns into a beam-sword at the flick of a switch. Neo-India hasn't won a single G Gundam Tournament to date, but they've always comes close—the equipment shows why.

Neo-Italy

NEROS GUNDAM



PILOT: Michelo Chariot
STATS: Height: 16.2m, Weight: 7.0 tons
WEAPONS: Head Vulcan Cannons x2, Satyrion Beam x16, Arm Spikes
SPECIAL ATTACK: Silver Legs

Cast in the tradition of an ancient Roman warrior, this lightweight contender from Neo-Italy makes up for in armament what it lacks in size. Equipped with an astounding 16 Satyrion Beam firing ports, there's every reason to expect fireworks when Neros Gundam steps up to bat. Michelo Chariot's background as an organized crime member in Neo-Italy could give him the edge he needs to take the prize back for his colony. Does the Mafia have what it takes to make it to the top?

STACKING THE DECK!

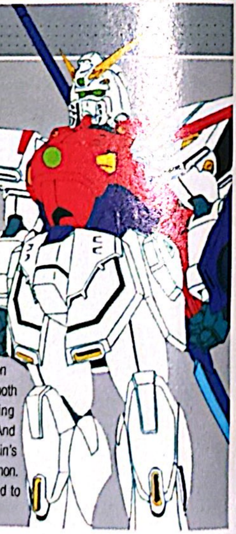
Meet the Shuffle Alliance

Who and what are the Shuffle Alliance? That's what everyone in the G Gundam tournament wants to know. Details are scarce, but all signs point to them being an elite, handpicked, and very, very secretive team of Mobile Fighter pilots dedicated to protecting the Earth for all of mankind. Young Neo-Japan pilot Domon Kasshu has been placed in charge, inheriting the title of "King of Hearts" from Schwartz Bruder, but the rest of the team's members remain anonymous.

Rumor has it that more than a few Shuffle Alliance members secretly lurk among the current contenders for the G Gundam Tournament title, and that they've even got their own top-secret set of machines to use when things really get nasty. Whoever this mystery group might be, one thing's for sure. With the Dark Gundam on the run and Earth's survival hanging in the balance, chances are the Shuffle Alliance won't be keeping a low profile for long! ■ MA

Neo-Japan

RISING GUNDAM



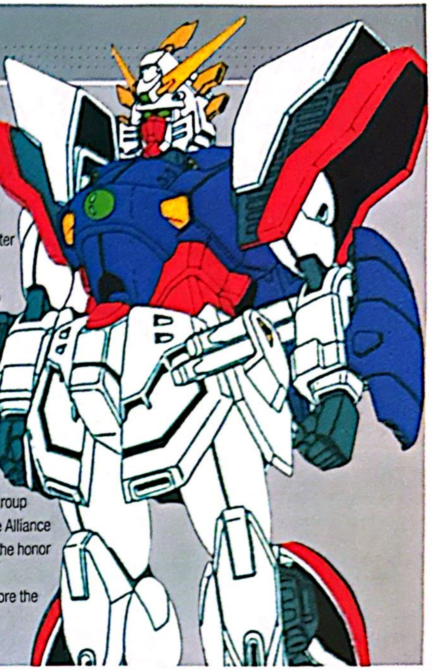
PILOT: Rain Mikamura
STATS: Height 16.2 meters; Weight 6.7 tons
WEAPONS: Beam Bow, Beam Spear, 2 Vulcan Guns, 2 Machine cannons
SPECIAL ATTACKS: Rising Arrow

Developed in Neo-Japan as an anti-Dark Gundam suit, and packed with enough beam weaponry to level nearly any foe in hand-to-hand combat, the Rising Gundam has what it takes to be a serious contender. Developed based on techniques gleaned from creating Shining Gundam, it's armed to the teeth and features a removable armor system that allows for greater mobility when the need arises.

Piloted by Rain Mikamura, childhood friend of Domon Kasshu and daughter of the scientist who developed both the Shining Gundam and the Dark Gundam, Rising Gundam is hardly a Mobile Fighter to be trifled with. And complicating things all the more, it's pretty obvious Rain's carrying a torch for her fellow Neo-Japan contender Domon. Can sheer firepower overcome true love? Stay tuned to find out.

Neo-Japan

SHINING GUNDAM



PILOT: Domon Kasshu
STATS: Height 16.2 meters, Weight 6.8 tons
WEAPONS: Head Vulcan Cannon x2, Beam Sword x2, Machine Cannons x2, Shining Shot
SPECIAL ATTACKS: Shining Finger, Shining Finger Sword

Shining Gundam is piloted by the brash and aggressive Domon Kasshu, the kung-fu fighter that fans just hate to love and love to hate. An incredibly well balanced Mobile Fighter, the Shining Gundam boasts a specialized power system that converts pilot emotion to pure, destructive energy.

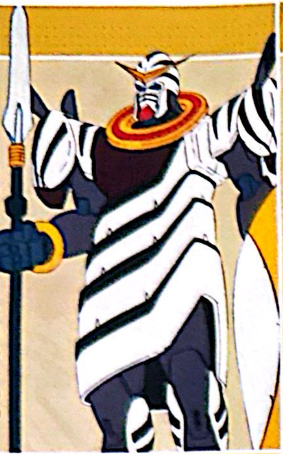
Armed with a perpetual attitude problem and a personal vendetta, Domon's good and ready to put that energy to good use. All signs point to him having entered the G Gundam tourney for one reason and one reason only: finding his wayward brother Kyoji, who stole the mysterious Dark Gundam, and giving him the comeuppance he so richly deserves. Domon's got another card up his sleeve, as things turn out: the "King of Hearts," to be exact, a martial arts qualification inherited from his venerable sensei, Schwartz Bruder of Neo-Germany. The title gives him the right to command the Shuffle Alliance, an elite group of five Mobile Fighters and their pilots dedicated to protecting the Earth at all costs. The Alliance is ready, willing, and able to help Domon chase down the Dark Gundam while defending the honor of their own individual countries. Oh, what a tangled web they weave.

With a viciously determined pilot like Kasshu for a pilot, it's only a matter of time before the glory of Neo-Japan works its way to the top of the Gundam heap.

ROBOTECH
BATTLECRY
TO SURVIVE, YOU MUST CHANGE INTO A WARRIOR.

Neo-Kenya

GUNDAM ZEBRA

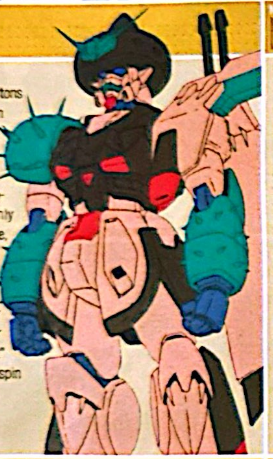


PILOT: Konta N'Doul
STATS: Height 16.9m, Weight 7.8 tons
WEAPONS: Shield and Javelin

Another colony that's never won a competition before, Neo-Kenya steps into the 13th Gundam Tournament with one of the most innovative color schemes of the Mobile Fighters. Harnessing the power of both nature and technology, the Zebra Gundam is capable of generating an astounding amount of power and speed. Watch out for the javelin in particular—it's long enough to give Zebra Gundam a long-distance edge in hand-to-hand combat!

Neo-Mexico

TEQUILA GUNDAM

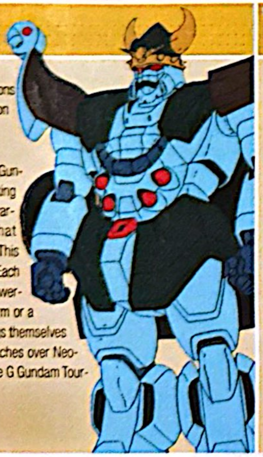


PILOT: Chico Rodriguez
STATS: Height 16.5m, Weight 7.7 tons
WEAPONS: Head Vulcan x10, Beam Trident x2

The hotheaded and determined Chico Rodriguez pilots the pride of Neo-Mexico and quite possibly the only cactus-themed giant robot in existence, the Tequila Gundam. In spite of the desert look, the Tequila Gundam was designed for underwater combat and destruction. Likely tactics? Watch for Rodriguez to lure opponents into water and use that wacky sombrero "hat" (actually, a whirlpool generator) to spin opponents into dizzy submission.

Neo-Norway

VIKING GUNDAM

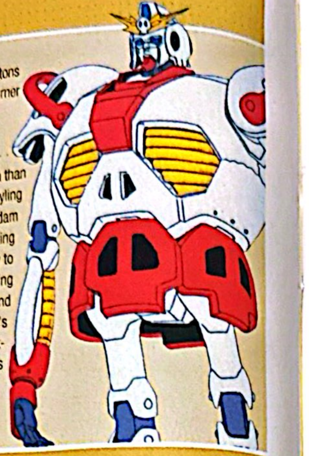


PILOT: Erik The Viking
STATS: Height 16.9m, Weight 8.1 tons
WEAPONS: Heat-Blade Oars, Harpoon x4, Vulcan Cannon x16

As you'd expect from the name, Viking Gundam's coming to the tournament packing everything the well-equipped Nordic warrior needs—including, somewhat unbelievably, an enormous longboat! This Gundam's no fish out of water, though. Each of those longboat oars is actually a powerful heat-blade capable of slicing an arm or a leg off an unwary opponent. The Vikings themselves may be long gone, but their spirit watches over Neo-Norway's greatest shot yet at taking the G Gundam Tournament title!

Neo-Malaysia

SKULL GUNDAM

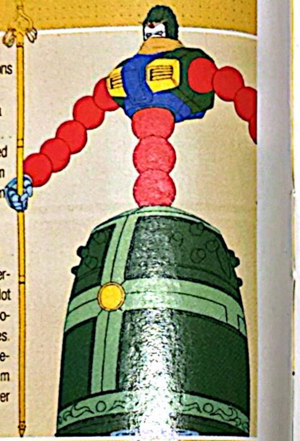


PILOT: Gara
STATS: Height 16.4m, Weight 7.3 tons
WEAPONS: Melting Liquid, Skull Burner
SPECIAL ATTACK: Flaming Diamond Dragon

Sure, it may look more like a Pokémon than a Gundam—but don't let the silly styling fool you. Not only can the Skull Gundam spit a cloud of metal-dissolving Melting Liquid, pilot Gara is more than happy to put the smack down on unsuspecting opponents with his Flaming Diamond Dragon attack. Neo-Malaysia's prospects for a quick victory are looking up with a Mobile Fighter like this at their disposal.

Neo-Nepal

MANDOR GUNDAM

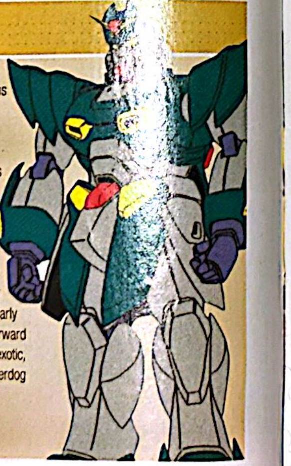


PILOT: Kilal Mekriel
STATS: Height 17.3m, Weight 16.2 tons
WEAPON: Beam Saber
SPECIAL ATTACK: Hell Mandala

Another odd design undoubtedly destined to go down in the annals of G Gundam Tournament history, the Mandor Gundam features a bell-shaped body an with accordion-like arms and waist. Equipped with an enormous set of thrusters that allow for near-unlimited aerial mobility, there's no question that pilot Kilal Mekriel will attempt to force his opponents to take to the not-so-friendly skies. Once there, the Mandor Gundam's flame-like Hell Mandala attack will make them wish they were getting their frequent flyer miles elsewhere.

Neo-Poland

GUNDAM MAGNAT

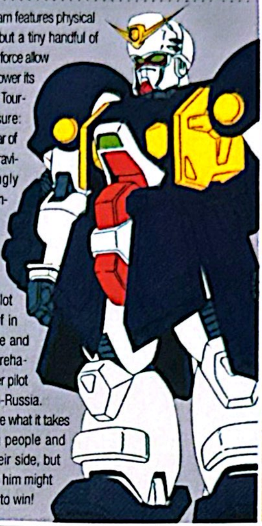


PILOT: Chelsea Walesa
STATS: Height 16.3m, Weight 7.3 tons
WEAPON: Head Vulcan Cannon x4
SPECIAL ATTACK: Beam Bits

Prospects aren't looking too good for this Mobile Fighter from Neo-Poland. Lacking nearly any heavy weaponry or special attacks, one has to question just what the heck Neo-Poland was thinking. Tentatively scheduled to appear against Gundam Rose in a preliminary match, prospects aren't looking particularly bright for this Gundam. Expect straightforward combat without too much of a flair for the exotic, but you never know: sometimes the underdog has a few tricks up their sleeve…

Neo-Russia

BOLT GUNDAM



PILOT: Argo Galsky
STATS: Height 17.3 meters, Weight 8.9 tons
WEAPONS: Graviton Hammer, Head Vulcan Cannons x4
SPECIAL ATTACK: Gaia Crusher

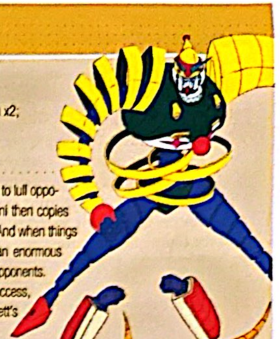
Hulking, towering Bolt Gundam features physical strength unmatched by all but a tiny handful of Mobile Fighters. But will brute force allow the hope of Neo-Russia to power its way through the G Gundam Tournament? One thing's for sure: opponents had best steer clear of Bolt Gundam's trademark Graviton Hammer, a crushingly powerful beam weapon resembling a ball and chain.

Kept in check by his trainers using a bomb strapped to his body, there's no telling what pilot Argo Galsky is capable of in the ring. He's an ex-pirate and ex-prisoner who's been "rehabilitated" as a Mobile Fighter pilot by the government of Neo-Russia.

Does Bolt Gundam have what it takes to win? It's got terrifying people and equipment like this on their side, but having a bomb strapped to him might be Galsky's real incentive to win!

Neo-Portugal

JESTER GUNDAM

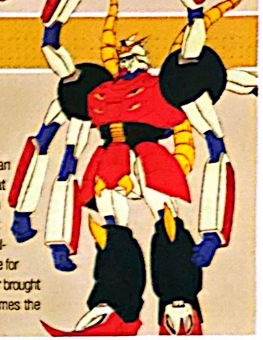


PILOT: Romario Monini
STATS: Height 16.2m, Weight 13.0 tons
WEAPONS: Machine Cannon x2; Vulcan Cannon x2; Beam Strings
SPECIAL ATTACK: Jester Edge, Top Attack

Using the colorful appearance of his Mobile Fighter to lull opponents into a false sense of security, Romario Monini then copies their moves and special attacks to turn the tables. And when things really hit the fan, the Jester can transform into an enormous vehicle resembling a top to smash through its opponents. Jester Gundam's odd design could well prove a success, considering Gundam Maxter pilot Chibodee Crockett's well-documented fear and loathing of clowns.

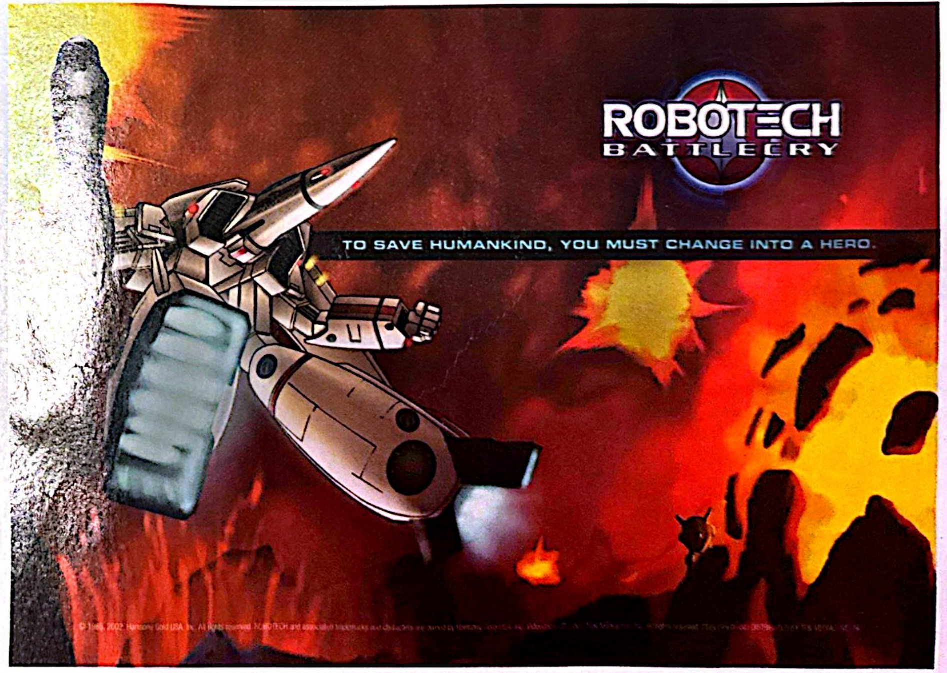
Neo-Singapore

ASURA GUNDAM



PILOT: Lasetsu
STATS: Height 16.4m, Weight 7.3 tons
SPECIAL ATTACK: Transcendent Lotus

Riding in an oddly-conceived Mobile Fighter with an astounding six individual arms, there's no question that Neo-Singapore pilot Lasetsu's got his hands full with the Asura Gundam. But opponents had better stay alert: not only can each of those mechanical arms deliver a wallop in and of themselves, they can detach and combine for independent attacks of their own! Neo-Singapore's never brought home the victory before, but now they've got six times the chance of bringing home the title!


ROBOTECH
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TO SAVE HUMANKIND, YOU MUST CHANGE INTO A HERO.

TALL, DARK AND ROBOT

THE MYSTERY OF THE **DARK GUNDAM** FORCES

The Mobile Fighters of the world's space-colonies aren't the only ones duking it out on Earth's surface. Kyoji Kasshu, larcenous brother of Domon Kasshu, and his mysterious army of mechanical monstrosities are looking to throw a little spice into the tournament themselves.

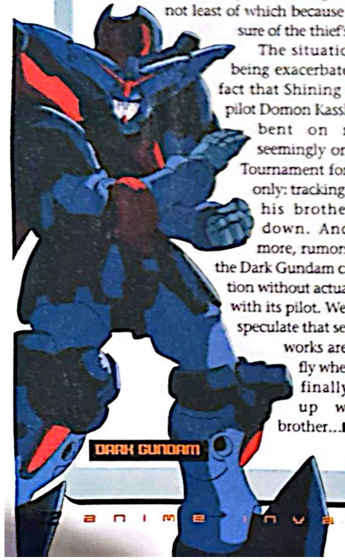
DARK GUNDAM

ALLIANCE: Dark Gundam Forces
PILOT: Kyoji Kasshu
STATS: Height 23.9m, Weight 41.2t
WEAPONS: Head Vulcan Cannons x2, Devil Finger x2, Beam Cannon x1
SPECIAL ATTACKS: UNKNOWN

The Dark Gundam isn't an actual participant in the 13th G-Gundam Tournament, but all signs are pointing towards it being a dangerous wildcard with the power to shift the tide of victory for anyone unlucky enough to come into contact with it. Developed in Neo-Japan as the Ultimate Gundam, this demonic-looking Mobile Fighter was created by Domon Kasshu's father and contains the nanotechnology-fueled abilities of self-evolution, self-regeneration, and the ability to increase its own mass.

Although it was originally programmed with orders to assist in the regeneration and rebuilding of the planet, early intelligence reports indicate that a hard landing has scrambled its circuits and sent the Dark Gundam on an uncontrolled rampage. In spite of the fact that it isn't actually part of the Tournament, the Dark Gundam is huge, powerful, and armed with the ability to mutate itself (and perhaps other Mobile Fighters as well). Competitor or not, the Dark Gundam has the potential to be the most dangerous single Mobile Fighter in play, not least of which because nobody's sure of the thief's motives.

The situation's only being exacerbated by the fact that Shining Gundam pilot Domon Kasshu is hell-bent on revenge, seemingly only in the Tournament for one aim only: tracking the thief, his brother Kyoji, down. And what's more, rumors say that the Dark Gundam can't function without actually fusing with its pilot. We can only speculate that serious fireworks are going to fly when Domon finally catches up with his brother... ■ MA

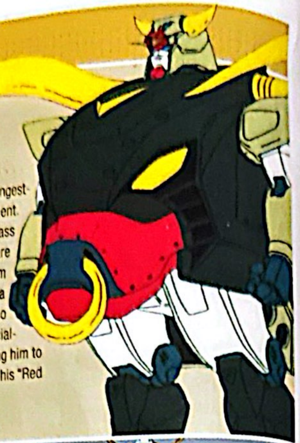


Neo-Spain

MATADOR GUNDAM

PILOT: Carlos Andalusia
STATS: Height 16.6m,
Weight 9.3 tons
SPECIAL ATTACK: Red Flag Come-On

No bull: Matador Gundam could well be the strangest-looking contender in the G Gundam Tournament. The squat body is in an ultra-heavy weight class of its own, and the pair of enormous horns are provided with heating elements that allow them to slice through Gundanium alloy armor like a knife through butter. Pilot Carlos Andalusia also happens to be supremely talented with a specialized weapon known as a "beam cloth," allowing him to lower the curtain on nearly any opponent with his "Red Flag Come-On" attack.



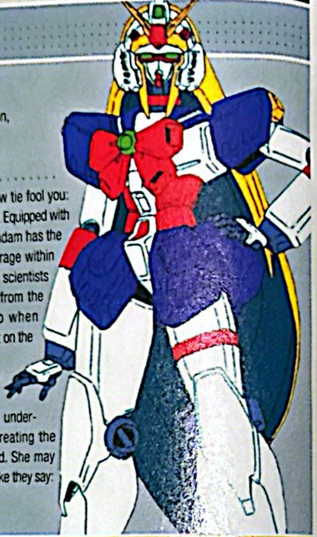
Neo-Sweden

NOBLE GUNDAM

PILOT: Allenby Beasley
STATS: Height 16.2m, Weight 7.0 tons
WEAPONS: Head Vulcans x2, Beam Ribbon,
Beam Hoop
SPECIAL ATTACK: Berserker Mode

Don't let her sweet looks and cute little bow tie fool you: Noble Gundam is a force to be reckoned with. Equipped with the prototype Berserker System, Noble Gundam has the ability to incite the power of pure animal rage within its pilot. Toggled at will by the Neo-Swedish scientists observing Noble Gundam's performance from the sidelines, it's anybody's guess as to when spectators will be treated to a total freak-out on the part of the young pilot.

And what a pilot Neo-Sweden has! Allenby Beasley is the product of years of experimentation and genetic engineering, undertaken with one aim and one aim only: creating the greatest Gundam fighter ever to have lived. She may be a close friend of Domon Kasshu, but it's like they say: all's fair in love and war!

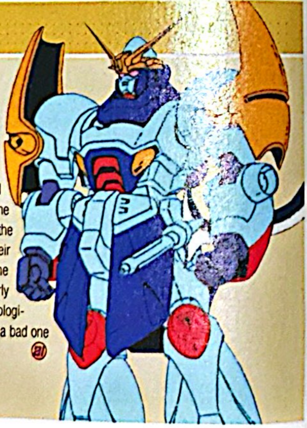


Neo-Turkey

GUNDAM SCIMITAR

PILOT: Seitto Guezel
STATS: Height 16.9m, Weight 8.0 tons
WEAPON: Minaret Scimitar

Neo-Turkey's never won a tournament before, but it's not for lack of trying: just check out their wicked-looking Gundam Scimitar! Armed with (duh!) a huge, moon-shaped scimitar in one hand and a whole heckuva lot of attitude in the other, things might just be looking up for their team. A word of caution, though: word on the street is that the Gundam Scimitar's particularly susceptible to the Dark Gundam's nanotechnological effect. Whether it'll have a good effect or a bad one remains to be seen... ⓐ



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Bandai Entertainment and Anime Invasion Present

THE GIANT GUNDAM CONTEST

WIN A 2-FOOT-TALL GUNDAM!

THE "THE GIANT GUNDAM" CONTEST

It's a Gundam so big it's only available in Japan—and in this contest! Bandai Entertainment is giving away a Jumbo Grade Gundam—standing at a whopping 2 feet tall—and a library collection of the coolest Gundam DVDs. Don't let this chance pass you by!

JUMBO GRADE
BIG SCALE RX-78-2
GUNDAM
BANDAI

GRAND PRIZE (1): One extremely lucky Gundam fan will win a prize pack including a JUMBO GRADE GUNDAM RX-78, the *Mobile Suit Gundam* DVD series (10 DVDs), *Mobile Suit Gundam 0080* DVD Vol. 1, *Mobile Suit Gundam 0083* DVD Vol. 1, *Mobile Suit Gundam 08th MS Team* DVD Vol. 1, and *Mobile Fighter G Gundam* DVD Vol. 1.

FIRST PRIZE (10): Ten lucky readers will receive a Gundam DVD starter pack consisting of a *Mobile Suit Gundam 08th MS Team* DVD and a *Mobile Fighter G Gundam* DVD.

HOW TO WIN

For a chance to win a Gundam bigger than the family dog and some awesome DVDs to boot, fill out the entry form below, stick it in an envelope and drop it in the mail. We'll choose randomly from all the entries and pick the winner. But you'd better hurry before it's too late!

This contest is sponsored by Bandai Entertainment.

GIANT LEGAL

No purchase necessary. Contest is open to anyone except employees of Wizard Entertainment, Bandai Entertainment, their immediate families and Char. Print your name, date of birth, address, city, state, zip, email address and telephone number with area code on the official entry form or a 3-by-5-inch index card, and attach the form or card to your entry. Enter as many times as you like. Mail each entry separately to: "The Giant Gundam Contest," c/o Wizard Entertainment, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries and all rights relating thereto become property of Wizard Entertainment and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. Prizes are awarded in the names of the contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules hereof. All entries must be received at contest headquarters by **November 15, 2002**. Wizard Entertainment is not responsible for lost, late, misdirected or mutilated entries. Winners will be selected based on random drawing by Wizard Entertainment from qualified entries received. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Winners will be notified no later than November 22, 2002. If an entrant, having been declared as a winner, does not accept the prize or the prize or prize notification is undeliverable, another entry will be selected. In the event that a prize is not available or it becomes impossible for the sponsor to award the prize that has been designated, the sponsor retains the right to substitute a prize or product of equal value to the winner. Determination of whether a prize or product is of equal value is in the sole discretion of the sponsor. Winning entries will be selected on or about November 15, 2002.

For a list of winners, available after November 22, 2002, send a self-addressed stamped envelope to: "The Giant Gundam Contest" Winners List, c/o Wizard Entertainment, P.O. Box 118, Congers, NY 10920-0118.

Fill this out and put it in an envelope. Send to: "The Giant Gundam" Contest, c/o Wizard Entertainment, P.O. Box 118, Congers, NY 10920-0118. Deadline is November 15, 2002.

NAME ____ Date of Birth ____

Address ____

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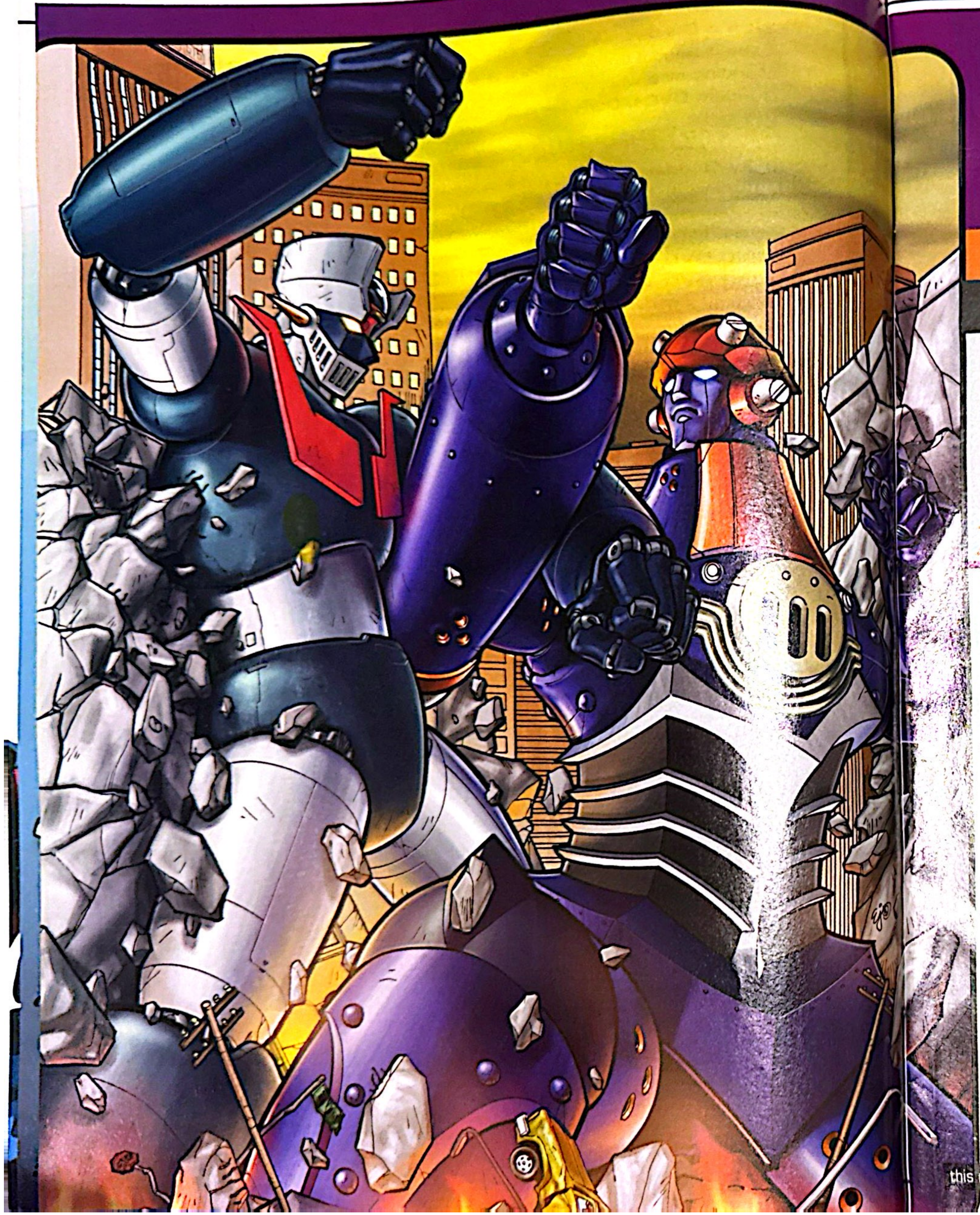
E-mail ____

Phone Number (with area code) ____

THE GIANT GUNDAM CONTEST
DEADLINE IS OCTOBER 29, 2001



this month's battle drawn by PHIL MOY

BY TOM ROOT

LAST MAN STANDING

A BATTLE YOU THOUGHT YOU'D NEVER SEE

MAZINGER Z VS. THE BIG O

Mazinger Z

The Big O

Mazinger Z		The Big O
1972	D.O.B.	1999
Rocket Fists	COOLEST WEAPON	Torso Missiles
Koji Kabuto	PILOT	Roger Smith
Photoatomic Research Institute	HOME BASE	Paradigm City
Headspin	BREAKDANCE MOVE	'The Lock'

MAZINGER Z: Forged from Super Alloy Z, which was derived from Japanium found only in Mt. Fuji, Mazinger Z was created by Dr. Kabuto to combat the evil Dr. Hell. (Now that's an evil friggin' villain name!) The good doctor was killed, but his grandson Koji Kabuto took up his grandfather's mission and pilots Mazinger Z to fight evil.

[illegible] The Megadeus robot referred to as "The Big O" is piloted by Roger Smith, a Bruce Wayne-esque wealthy [illegible] who guards Paradigm City by night. The Big O is a throwback to the old days of giant robots, with a strictly [illegible] look.

THE BATTLE BEGINS

Roger Smith has been alerted to an explosion at Paradigm City's biggest steel refinery—a refinery run by crime bosses, thus requiring Smith's special touch.

Just as Smith arrives, so does Mazinger Z. As soon as the giant robot touches down, it starts punching a hole in the wall of the refinery. "C'mon, Mazinger Z!" shouts the robot's young pilot, Koji. "We'll show those crooks they can't use our Japanium for their nefarious deeds!"

Smith assumes Mazinger Z must be working for the Mob. He flicks a switch on his wristwatch radio, and the Big O soon arrives.

Koji is so intent on his task that he doesn't notice the Big O until Z is struck by an explosive, piston-like punch to the back.

It's a punch that has ended most other giant robots, but Mazinger's Super Alloy Z resists the blow. Mazinger Z staggers to its feet, ready for a fight. Smith is so taken aback by the resiliency of this strange robot that he almost doesn't dodge Mazinger Z's rocket-powered fists, which go whizzing by harmlessly. Harmlessly, that is, until they come rocketing back behind the Big O, this time with their razor blades extracted, tearing huge gashes across the Big O's body.

The Big O returns fire with its eye beams, which again stagger Mazinger Z without doing any real damage. The Big O opens up with machine gun fire, which misses—Mazinger Z has taken flight.

As Mazinger swoops around behind the Big O, Smith starts to realize his robot is simply outclassed. But the realization comes too late—Mazinger's chestplate glows red, and a hellacious heat beam cuts the Big O nearly in two.

THE WINNAH:

With the steel refinery almost completely destroyed by the battle, Mazinger Z has no reason to stick around, and Koji pilots the robot up into the clouds and out of sight. Smith scrambles out of the burning Big O wreckage and shakes his head in disbelief. "Damn," he says. "They don't make robots like they used to."

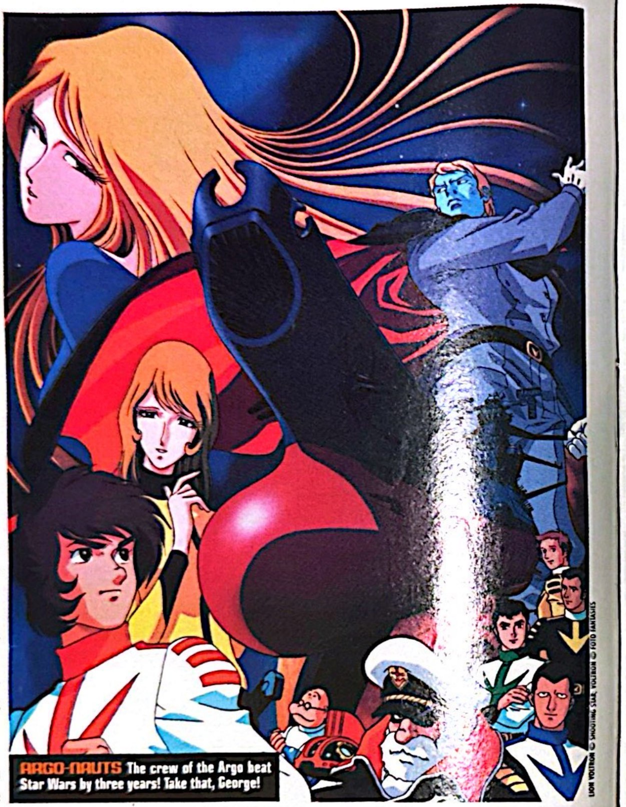
Are there any colossal anime matchups you'd like to see on these pages? E-mail us at AnimeInvasion@aol.com and let us know!

BY BOB M

REANIMETED

CLASSIC ANIME FROM DAYS OF YORE:

STAR BLAZERS


ARGO-NAUTS The crew of the Argo beat Star Wars by three years! Take that, George!

LION VOLTRON © SHOOTING STAR; VOLTRON © FOTO FANTASIES

A mammoth, comet-sized battle station capable of devastating entire planets! An evil empire threatening the universe! And an intrepid band of young heroes on a galaxy-spanning quest to save their world! It was all part of *Star Blazers*, an outstanding anime import that arrived here in 1979. Before you start thinking George Lucas should ring up his lawyers, bear in mind this *originally* all happened in 1974, three full years before *Star Wars*.

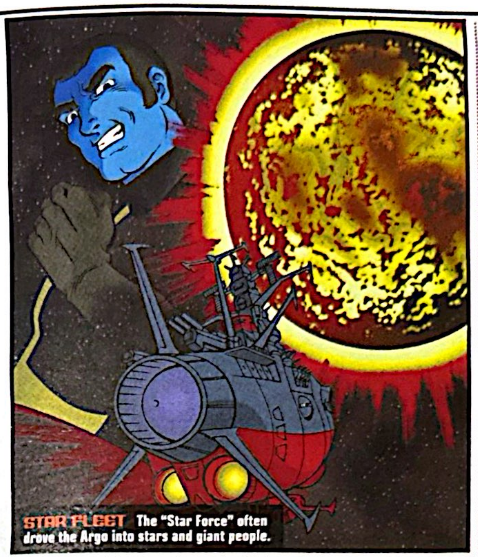
1974 was the year manga artist Reiji Matsumoto and Yoshinobu Nishizaki, producer for the animation outfit Office Academy Productions, united to bring Matsumoto's work *Space Battleship Yamato* to Japanese television. The story told how in the year 2199, following almost a century of conflict with the Gamilus Empire, Earth's surface is suffused in deadly radiation. Civilization has moved underground, but the contamination has begun to penetrate the planet's crust. Queen Staasha of the planet Iscandar offers a device that will purify Earth from its radioactive death shroud, but to obtain it, the humans must somehow make it to her planet. With Earth's spacefleet all but destroyed, the 254 year-old remains of the Japanese WWII battleship Yamato are converted into a spacecraft. The battleship Yamato once represented Imperial Japan's last hope. Now it carries the hopes of all mankind.

Naturally, by the end of its 26-episode run, the Yamato and its crew were successful in saving Earth, and the series became the highest-rated cartoon yet on Japanese TV.

A feature-length film was edited together from various episodes, setting box office records. When *Star Wars* ignited worldwide interest in "space opera" science fiction in 1977, *Yamato* went into reruns, and an all-new feature film, *Farewell, Space Battleship Yamato*, based on the second story-arc of the original manga, proved an even bigger money-maker. This film was expanded into another 26-episode TV series, *Space Battleship Yamato II*, airing from 1977 to 1978.

Following *Yamato II*'s conclusion, the space battleship embarked on yet another voyage, this time to the television sets of America. Late in 1978, *Yamato* and *Yamato II* were combined into one 52-episode series, titled *Star Blazers*, and readied for the 1979 fall season.

Yamato's "Americanization" was less painful then that of most anime efforts that came Stateside during that time. They wisely left most of the in-depth characterizations unchanged, letting the heroes (and villains) maintain their original personas and motivations. *Star Blazers* was classic space opera, and everything a Japanese cartoon import should have been. With all these things going for it, it couldn't help but be as successful here as in its homeland.


STAR FLEET The "Star Force" often drove the Argo into stars and giant people.

Well, it might have been, had it been given a chance. Unfortunately, few stations expressed interest in the show. Rather than put *Star Blazers* on at a time when its target audience could actually see it, those that chose to run it dumped it in ridiculous time-slots like 6:00 a.m. or 2:30 p.m. on weekdays. A series that should have taken off like a proverbial rocket instead fizzled out quickly, through no fault of its own.

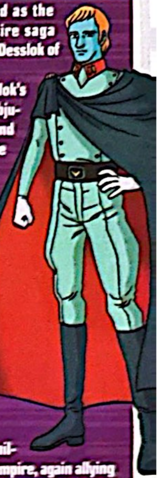
However, this was not the end of the *Yamato/Star Blazers* saga [illegible] or in Japan. In its native land, *Yamato* returned in an [illegible] TV special on July 31, 1979, titled-appropriately-*Space Battleship Yamato-The New Voyage*. Just about a year later, Office Academy released *Be Forever, Yamato* to Nippon's theaters, where it out-performed *The Empire Strikes* [illegible] October of 1980, *Space Battleship Yamato III* premiered, [illegible] for 26 episodes until March 1981.

[illegible] in the U.S., despite crashing and burning upon its initial launch, *Star Blazers* had managed to develop a sizeable [illegible] following. This prompted producers to give the series another shot. *Yamato III* was dubbed and incorporated into the *Star Blazers* package and the show was resolicited in 1982. One might think that station execs had learned from their previous mishandling, but sadly that was not the case. There was even less interest in the property the second time around, and the third *Star Blazers* storyline was virtually unseen by most of America. In Japan, the mighty space cruiser returned for one last theatrical release in 1984–*Space Battleship Yamato-The Final Voyage*.

A show of *Yamato/Star Blazer*'s caliber will never truly die, though. It's still revered in Japan, and there are many loyal U.S. fans who fondly remember its all-too-brief visit to these shores. Fortunately for them, and for those interested who missed it altogether, all three *Star Blazers* series are available on video and DVD from Tapeworm! The four theatrical releases, along with the *New Voyage* TV special can be found, too, in subtitled form, on VHS.

DESSLOK'S TWIST

FROM VILE VILLAIN TO ADMIRABLE ALLY



Characters realistically matured and changed as the storylines progressed, but no one in the entire saga underwent a radical metamorphosis than Leader Desslok of the Gamillon Empire.

STAR BLAZERS I: THE QUEST FOR ISCANDAR Desslok's a full-blown baddie here. His goal is the final subjugation of Earth and the elimination of the Argo and her crew at all costs...even sacrificing his home planet in the process!

STAR BLAZERS II: THE COMET EMPIRE Desslok, now in the service of the Comet Empire, vengefully pursues the Argo's crew, the "Star Force." He admits, though, he has come to admire their spirit and ingenuity.

SPACE CRUISER YAMATO: THE NEW VOYAGE After twice being defeated by the Argo (Yamato), Desslok unites with his former arch-foes against the evil Black Star Cluster Empire, when the latter threatens Iscandar and Staasha (whom the Gamillon ruler secretly loves).

STAR BLAZERS III: THE BOLAR WARS Desslok, now leader of a race related to the Gamillons, gets caught up in a conflict to save his new empire, again allying with the Star Force when the war engulfs Earth. ■ BM

SWAG BLAZERS

COOL JAPANESE COLLECTIBLES

When *Star Blazers* debuted on U.S. TV it didn't have a single merchandising tie-in accompanying it. Not even a lunch box.

American fans got the shaft, but take a look at what their counterparts across the Pacific could enjoy:

6" VINYL FIGURES-A cool series featuring 5 main characters. Stage your own semi-articulated adventures with Kodai (Derek Wildstar), Yuki (Nova) and the rest.

3 3/4" PLASTIC FIGURES-Offering the same characters as the above with a little more poseability.

"YAMATO" BRIDGE PLAYSET-A replica of the Yamato's main bridge, sized to fit the 3 3/4" figures. It includes authentic lights and sound effects!

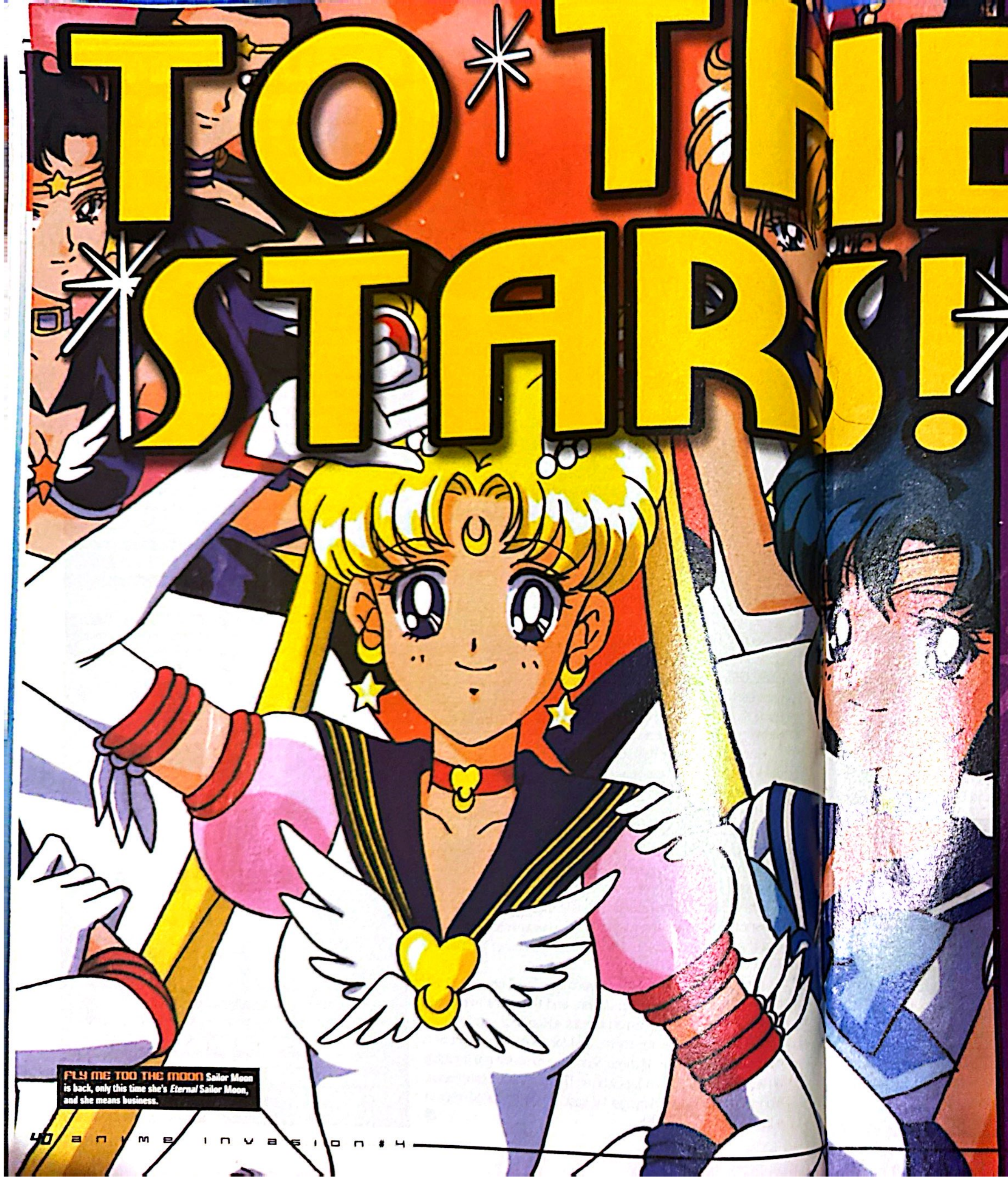
YUKI VINYL 12"-No articulation, but she makes up for it in sheer cuteness. The heroine of *Yamato/Star Blazers* is available in two different poses, one in the white uniform from *The Final Voyage*, and the other in her more familiar gold togs.

SPACE BATTLESHIP YAMATO "SOUL OF POPYNICA" SHIP-The "Holy Grail" of Yamato/Argo replicas. It lights up, makes sounds, features cutaway sections revealing detailed interiors, and does almost everything the ship did on the show except actually blow things up with the Wave-Motion Gun!

(Hey, if you want to actually purchase some of these items or see more great *Yamato* swag, check out *outerlimitstoys.com*)

■ BM with Special Thanks to Steve, Sam and Mike at Outer Limits Toys

Scanned with CamScanner



FLY ME TOO THE MOON Sailor Moon is back, only this time she's *Eternal* Sailor Moon, and she means business.

TO THE STARS!

BY JEN CONTINO

THE EPISODE GUIDE TO THE NEVER-BEFORE-SEEN FINAL SEASON OF SAILOR MOON

It's hard to be a Sailor Moon fan. Not because the show isn't great—legions of "Moonies" on both sides of the Pacific prove that. It's because no one in America has gotten to see the *end* of Sailor Moon.

That's right; the fifth and final season, called "Sailor Moon Sailor Stars," has never been shown. What's worse is that there's no indication that it's coming anytime soon. When Cartoon Network started showing Sailor Moon episodes again back in June, they started from the beginning. And ADV Films, which puts out the first two seasons of *SM*, and Pioneer, which puts out the third and fourth seasons, both declined to comment when asked by A.I. if they were bringing it over. So how can all you Moonies get your Sailor Stars fix?

Well, that's what we're here for—we've watched, translated and now present to you the plots to every episode of the final Sailor Moon saga (we're keeping the Japanese names in the titles in case you want to research them on the 'net).

But if you're a little fuzzy about the events that led up to "Sailor Stars," here's the recap: Sailor Moon (real name Serena, or Usagi in Japan), has defended Earth a couple of times with the Sailor Scouts. They've had to stop a possessed Sailor Saturn, and just imprisoned the evil queen Neherenia. Rini (Chibi Usa in Japan, Serena's daughter from the future that showed up to help out) is finally ready to go home. Everything seems peaceful by the end of episode 166...But if you know Sailor Moon, you know that's not going to last...

FINAL WARNING!

THIS TELLS YOU EVERYTHING ABOUT THE END OF SAILOR MOON. IF YOU DON'T WANT TO KNOW, STOP READING!

167 NIGHTMARE SHARDS DISPERSE! THE FEELING OF DARKNESS RETURNS! Galaxia frees Neherenia, who sends shards of glass creatures to Earth to possess anyone they touch. Rini can't return home because the shards are messing up her passage. Darien (also known as Tuxedo Mask, and called Mamoru in Japan) gets a shard in his eye. The Outer Scouts are being beaten by the shard creatures until baby Hotaru (the reincarnation of Sailor Saturn) opens her eyes, vaporizes the creatures, and ages to a toddler, warning "danger is coming for the Princess."

168 SATURN AWAKENS! THE 10 SENSHI REUNITED! Not even the Inner Scouts fighting with the Outer Scouts can best all the shard creatures, so they combine their powers and turn Sailor Moon into the more powerful Eternal Sailor Moon (ESM). ESM makes short work of the shard critters. After the battle, Serena goes to see Darien, but he disses her, being possessed by Neherenia. Meanwhile, Galaxia, in disguise, helps young Hotaru age more and turn into Sailor Saturn.

169 CURSED MIRROR! MAMORU CAUGHT IN A NIGHTMARE The Scouts suspect Darien is in terrible danger, and Sailor Moon realizes it's Neherenia who's behind it all. They arrive but are unable to save Darien from becoming Neherenia's prisoner.

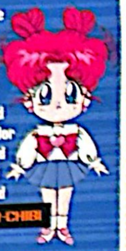
170 THE FATAL NIGHT! THE AGONY OF THE SAILOR SOLDIERS Neherenia is causing a paradox and Rini is blinking in and out of reality. ESM flies off on her own to attack Neherenia. The

SAILOR URANUS

WHO'S WHO

NEED HELP KEEPING ALL YOUR SALIORS IN LINE?

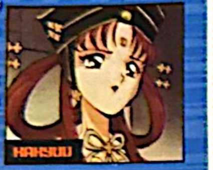
The last season of Sailor Moon introduces more Sailors than you can shake a stick at. Here are the folks you need to know—good and bad—for the Sailor Stars season.



CHIBI-CHIBI

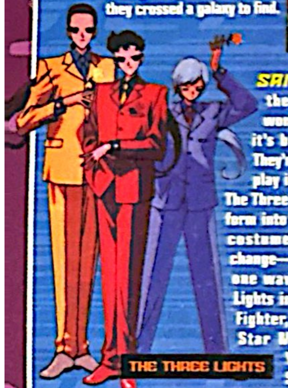
CHIBI CHIBI Thought to be another future child of Serena and Darien, she housed the Legendary Sailor Soldier's perfect Star Seed. She released the Seed to bond with ESM and save her life. Chibi Chibi guided Darien back to earth after all the collected Star Seeds were released.

QUEEN NEHERENIA An evil queen from *Sailor Moon Super S*, the fourth series. She wanted to imprison Pegasus so she could have eternal youth, but she was imprisoned by Sailor Moon. Then Galaxia freed her and rekindled her hatred of the Moon Kingdom and all its allies.



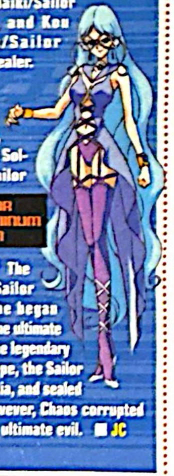
KAKYUU

PRINCESS KAKYUU The Sailor Star Lights' princess, which they crossed a galaxy to find.



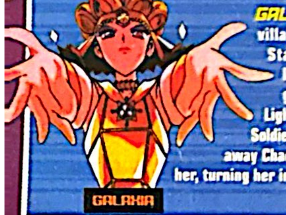
THE THREE LIGHTS

SAILOR STAR LIGHTS If there's a reason *Sailor Stars* won't be shown on American TV, it's because of the Star Lights. They're teenage boys regularly, who play in a rock and roll band called The Three Lights. But when they transform into the Sailor Star Lights, their costume isn't the only thing to change—the guys turn into girls with one wave of their wand! The Star Lights include Kou Seiya/Sailor Star Fighter, Kou Taiki/Sailor Star Maker, and Kou Yaten/Sailor Star Healer.



SAILOR ALUMINUM SIREN

SAILOR ANIMA-MATES Galaxia's henchwomen. They are Sailors as well, through Galaxia's great power as the Sailor Soldier. They include Sailor Iron Mouse, Sailor Aluminum Siren, Sailor Lead Crow and Sailor Tin Nyanko.



GALAXIA

GALAXIA The villain of Sailor Stars. She began life as the ultimate good, the legendary Light of Hope, the Sailor Soldier Galaxia, and sealed away Chaos. However, Chaos corrupted her, turning her into the ultimate evil. ■ JC

Scouts go after her, but they're attacked on the way, scattered into a void and at Neherenia's mercy.

171 FOR THE SAKE OF LOVE! ENDLESS WAR IN THE EVIL WORLD Neherenia captures all the Scouts except Rini, Sailor Saturn and Serena, but the three of them may be unable to stand up to her power.

172 THE POWER OF MOON LOVE! THE END OF THE NIGHTMARE Neherenia reveals her tragic past and reasons for her evil actions. Serena offers herself as a sacrifice for the others. Serena's devotion to her friends breaks Neherenia's curse and frees them all. They unite and use their powers to send Neherenia back to her childhood for a second chance at life. Rini finally returns to the future.

173 A FAREWELL AND AN ENCOUNTER! THE DESTINY OF SHOOTING STARS Serena sees Darien off at the airport as The Three Lights (Seiya, Yaten, and Taiki), a boy band, arrives in Japan. While the Three Lights are shooting a music video, Sailor Iron Mouse attacks, looking for a perfect Star Seed—everybody has one, but only people with no evil in their hearts have perfect ones, and they are a source of great power. ESM, with the help of the mysteriously appearing (female) Sailor Star Lights, is able to defeat the demon and return her to human form. But they all disappear before ESM can ask questions.

174 A STORM AT SCHOOL! TRANSFER STUDENTS ARE IDOLS The Three Lights show up at school as new transfer students, and the female student body is thrilled. Iron Mouse attacks a football player to steal his Star Seed and changes him to a demon. The Star Lights appear and daze the demon, but they disappear again after ESM heals it. Galaxia first appears, revealing her desire to capture all the perfect Star Seeds for their power, and then to destroy the galaxy.

175 BECOME AN IDOL! MINAKO'S AMBITIONS Sailor Venus helps the Three Lights at a photo shoot. Iron Mouse believes the photographer has a Star Seed, and transforms him into a demon. Sailor Venus and ESM fight the evil, but are losing when the Star Lights appear and save the day.

176 FIGHTER'S IDENTITY! THE SHOCKING [illegible] TRANSFORMATION Iron Mouse thinks the Three Lights' music director has a Star Seed and turns her into a demon. [illegible] transforms into Sailor Star Fighter and wants to kill it, but [illegible] and Sailor Mars intercede. Star Fighter backs down and [illegible] heals the

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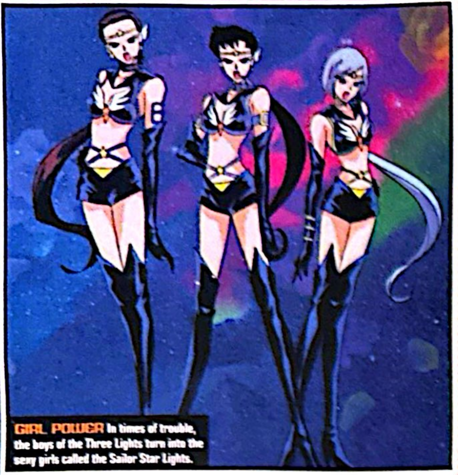


GIRL POWER In times of trouble, the boys of the Three Lights turn into the sexy girls called the Sailor Star Lights.

demon. Star Fighter leaves, but not before telling them she hopes they are not the enemy.

177 THE DREAMS AND ROMANCE ENTRUSTED TO THE STARS! TAIKI'S TRANSFORMATION Iron Mouse believes one of Serena's teachers has a Star Seed. Sailor Mercury is visiting the teacher when Iron Mouse attacks and transforms him into a demon. Taiki turns into Sailor Star Maker and helps them defeat the demon, and then disappears mysteriously.

178 LUNA SAW IT!? IDOL YATEN'S REAL FACE Iron Mouse decides that a female idol singer must house the Star Seed. This time Yaten transforms to Sailor Star Healer and turns the tide. ESM heals the demon and Star Healer comments that ESM should be working with the Star Lights.

179 THE ENEMY? AN ALLY? THE STAR LIGHTS AND THE SAILOR SENSHI! Iron Mouse attacks a TV chef. Taiki transforms into Sailor Star Maker and helps ESM and Sailor Jupiter defeat the villain. As a prologue, Sailors Neptune and Uranus appear by a lighthouse and feel an approaching evil.

180 THE GLITTER OF THE STARS THAT CALL EACH OTHER! HARUKA AND MICHIRU JOIN IN THE BATTLE At a sold out Three Lights concert, Iron Mouse turns the conductor into a demon, of course. ESM and the Star Lights beat him and talk about becoming allies when Sailors Neptune and Uranus suddenly arrive, attack the Star Lights and warn them to stay away from ESM.

181 SEIYA AND USAGI'S HEART-POUNDING DATE The Three Lights have a day off and Seiya convinces Serena to spend it with him. Iron Mouse, running from Galaxia, decides the Three Lights must house the Seed. She attacks Seiya, but ESM and the Star Lights hold her off. Madame Galaxia appears, **kills Iron Mouse** and warns them to not cross her. The Star Lights recognize Galaxia as the force responsible for destroying their galaxy.

182 THE INVASION FROM SPACE! SIREN COMES FLYING A strange tot appears and gets introduced to Serena as her little sister, Chibi Chibi—just like Rini (Chibi Usa) did. Serena babysits her, but loses her anyway. The search for her brings Serena to the Police Station. Sailor Lead Crow turns the Police Chief into a demon, looking for the Seed, and leaves. Sailor Pluto, ESM, and the Star Lights defeat and

183 THE SCREAM OF A GHOST? THE FRIGHTENING CAMP MONSTER Sailors Aluminum Siren and Lead Crow attack an artist hoping he's the perfect Star Seed, but he isn't. He gets demonized and starts terrorizing the countryside. The Three Lights are filming a movie while the girls are camping in the area. The Scouts encounter and defeat the demon with the Star Lights watching from above.

184 NIGHT BETWEEN TWO! USAGI IN A PINCH Serena's worried about being home alone because a burglar is loose in the area. Seiya offers to stay with her. Nervous about leaving them alone together, the other girls and Three Lights show up. A roaming live TV show appears at the door wanting to candidly film a family. The cameraman is the evil Sailors' next victim. They attack, he's transformed into a demon, then the Sailor Scouts and Star Lights defend and defeat the evil.

185 TAIKI SINGS WITH EXCELLENCE! A SONG CARRIES A BELIEVING HEART'S BEST WISHES Taiki inspires a young girl in the hospital to continue fighting for survival. While she undergoes a dangerous operation, Siren and Crow attack a doctor. Sailor Mercury and ESM defeat the demon and the girl's surgery is then a success. The Star Lights reveal they are looking for their princess.

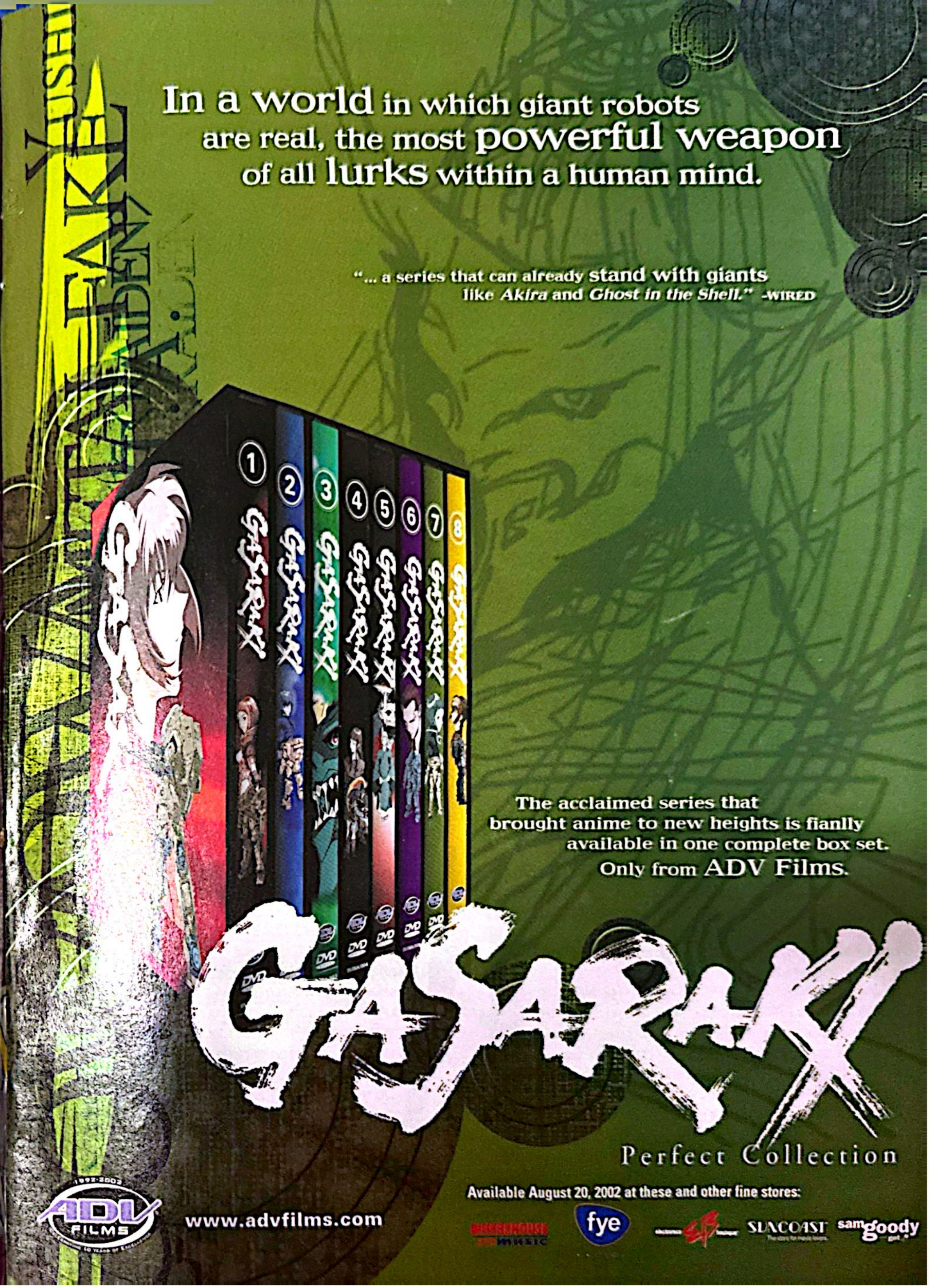
186 THE MYSTERY BEHIND CHIBI CHIBI!? THE TROUBLESOME PURSUIT Serena, the Three Lights, and the girls follow Chibi Chibi to see how she spends her day. They arrive at a millionaire's home and visit for a while…but of course, he's attacked by Siren and Crow. ESM and the Star Lights defeat the demon with Chibi Chibi watching.

187 THE POWER OF THE GLITTERING STARS! CHIBI-CHIBI'S TRANSFORMATION The evil Sailors attack a teen softball player, hoping she has a Seed. Serena hears cries and transforms to ESM, not knowing Siren witnessed her change. When ESM is hurt fighting the demon, Chibi Chibi turns into Sailor Chibi Chibi for a few seconds; then the Star Lights defeat the demon. They comment the energy force of Chibi Chibi is equal to that of their missing princess.

188 AN INVITATION TO HORROR! USAGI'S NIGHT TIME FLIGHT Aboard a plane premiering the Three Lights' new movie, Siren lays a trap for ESM. If ESM doesn't hand over her Star Seed, she'll kill all of Serena's friends! Serena is willing to sacrifice herself, but the Three Lights are not! The boys transform into the female Star Lights in front of the Inner Scouts, and they transform, too (no one cares about the gender change). Fleeing to Madame Galaxia, **Aluminum Siren is killed for her failure.**

129 IN BETWEEN THE MISSION AND THE FRIENDSHIP. THE SAILOR SENSHI'S CONFRONTATION Sailor Tin Nyanko attacks the manager of a radio station where the Three Lights are performing live. The manager is changed to demon. Nyanko gets the drop on ESM, and is about

ETERNALLY YOURS Eternal Sailor Moon uses the "Starfight Honeymoon Therapy Kiss" to beat baddies. Really.



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to blast her, when Seiya leaps in front of the blast and is injured. The remaining Star Lights order ESM to stay away from Seiya.

190 THE TRUTH REVEALED, SEIYA'S PAST Even though she was told not to, Serena goes to a live concert to see Seiya. At the concert, Seiya reveals what Galaxia did to his universe and how his princess escaped to Earth. Tin Nyanko attacks the general manager and changes him to a demon. ESM and the Outer Scouts fight the demon, then yell at Seiya for being around Serena. Taiki and Yaten yell at them to keep Serena away from Seiya.

191 WHEN THE BUTTERFLY OF LIGHT DANCES! THE PREMONITION OF A NEW WAVE Lead Crow attends a video game contest thinking one of the top players has a Seed. She attacks, and Sailor Mercury defeats her but gets hurt. ESM and the Inner Scouts appear, the Star Lights appear, and they all fight the demon. The Scouts and Lights finally become friends.

192 GOING FOR THE DREAM! THE IDOL MINAKO IS BORN!? At a music audition Mina (Sailor Venus) and Yaten (Sailor Star Healer) are at, Tin Nyanko transforms a producer into a demon, and leaves. ESM, Sailor Venus and Sailor Star Healer defeat the demon. Mina wins the audition but decides to put off being an idol singer until the world is safe.

193 THE SILVER CRYSTAL THAT WAS TAKEN! KAKYUU PRINCESS APPEARS Lead Crow discovers ESM's identity and confronts Serena. The Scouts and the Star Lights try to defend her, but Lead Crow has a black hole and will destroy the city if Serena doesn't give up. Serena gives her the Star Seed, but she and Chibi Chibi gets sucked into the black hole along with Lead Crow, but Chibi Chibi's powers awaken and she destroys the black hole. The Star Lights' lost princess, Kakyuu, shows up.

194 THE HOLY BATTLE IN THE GALAXY. THE LEGEND OF THE SAILOR WARS Kakyuu tells the story of Holy Sailor Wars, where thousands of Sailor Scouts battled and how one warrior sacrificed all to seal the evil Chaos. The Scouts need to find that Soldier, the Legendary Light of Hope, to defend the universe and seal Galaxia away.

195 KAKYUU PRINCESS IS DESTROYED! GALAXIA DESCENDS The scouts learn Darien never arrived in the US, and are afraid for his safety. Tin Nyanko attacks the Scouts and Star Lights. Galaxia appears and traps all the Sailor Scouts, Chibi Chibi, Princess Kakyuu, and then **kills Tin Nyanko** for failing her. Then she **kills Princess Kakyuu**. ESM attacks Galaxia, but her power doesn't affect Galaxia at all.

196 WHEN THE GALAXY PERISHES! THE SAILOR SENSHI'S FINAL BATTLE Galaxia is destroying the Earth. The Scouts, Star Lights, and Eternal Sailor Moon go to its defense, but are no match for Galaxia. **All the Inner Scouts sacrifice their lives** for ESM and the Star Lights. After their deaths, Galaxia boasts and shows off all her perfect Star Seeds; ESM recognizes a gold one as Darien!

197 THE RULER OF THE GALAXY, GALAXIA'S THREAT Galaxia reveals **she killed Darien** when she arrived on Earth, that she freed Neherenia, and she was responsible for awakening Sailor Saturn, who has the power to destroy the universe. Uranus and Neptune decide the only hope is to trick Galaxia. They claim to join her, **killing Saturn and Pluto to prove their loyalty** in front of ESM and the Star Lights.

198 THE DISAPPEARING STARS! THE DEATH OF URANUS AND NEPTUNE The Sailor Star Lights fight Uranus and Neptune. Galaxia reveals she is the legendary Sailor Soldier who sealed chaos, the strongest soldier in the galaxy. All hope seems to be lost. Having earned her trust, Sailor Uranus and Neptune try their attack on Galaxia, but are unsuccessful. **Galaxia kills Neptune and Uranus.**

199 THE LIGHT OF HOPE! THE FINAL BATTLE FOR THE GALAXY Galaxia is about to kill the Star Lights when ESM offers herself instead. She tries to reason with Galaxia, but Galaxia takes ESM's perfect Star Seed and shatters it.

200 USAGI'S LOVE! THE [illegible] LIGHT ILLUMINATES THE GALAXY It turns [illegible] Chibi Chibi has Galaxia's Star Seed and releases [illegible] bond with ESM to save her from death. Revived, ESM has a sword to counter Galaxia's evil sword. ESM would rather reason then fight and manages to [illegible] reach the good in Galaxia. She frees her from the darkness, and all **the Inner Scouts, Outer Scouts, Princess Kakyuu, Darien and all the Scouts Galaxia killed across the universe are restored.** Chibi Chibi leaves to return all the Star Seeds.

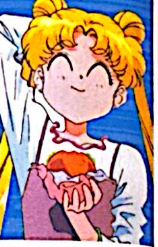
Freelance writer Jen Contino fights evil and defends good under the name of Sailor Plastic Kitten.

SAIL AWAY Like her sisters, Lead Crow is evil, but has Sailor powers.

BY THE NUMBERS

WHO, WHERE AND HOW MANY TIMES!

30 Times Serena cries
24 Times Serena changes to Sailor Moon or Eternal Sailor Moon
19 Ridiculous arguments
17 Insane Sailor Moon/Eternal Sailor Moon speeches
15 Heroes and villains die
13 Swear words uttered by the Sailor Scouts
12 Heroes who get revived after dying
7 Kisses and/or romantic overtures Sailors Neptune and Uranus make to each other
6 Times Sailor Pluto calls upon the Dead Scream
5 Scolding lectures talking cat Luna gives to Sailor Moon
4 Times all Scouts unite as one to further empower Sailor Moon
4 Costume upgrades for one of the Inner or Outer Sailors
3 Visions baby Hotaru has about doom, gloom, or anything else that crazy rugrat has a vision about
2 Dull speeches Tuxedo Mask makes
2 Times Serena and Darien kiss
1 Nosebleeds Mina has when thinking about the Three Lights, indicating naughty thoughts ■ JC



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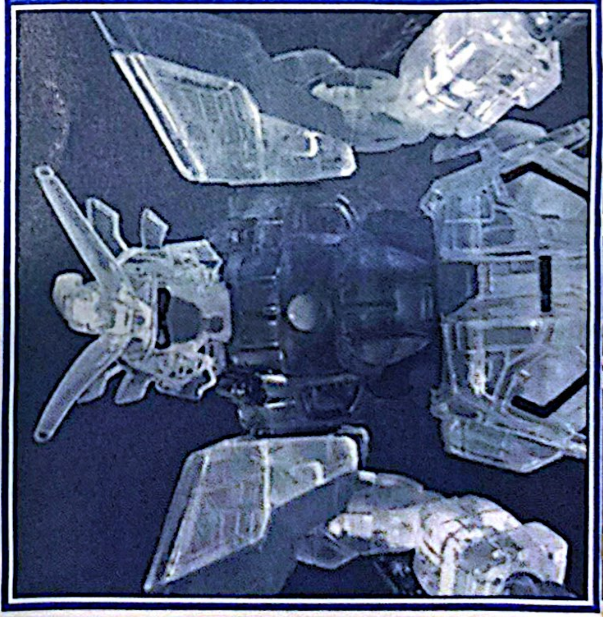

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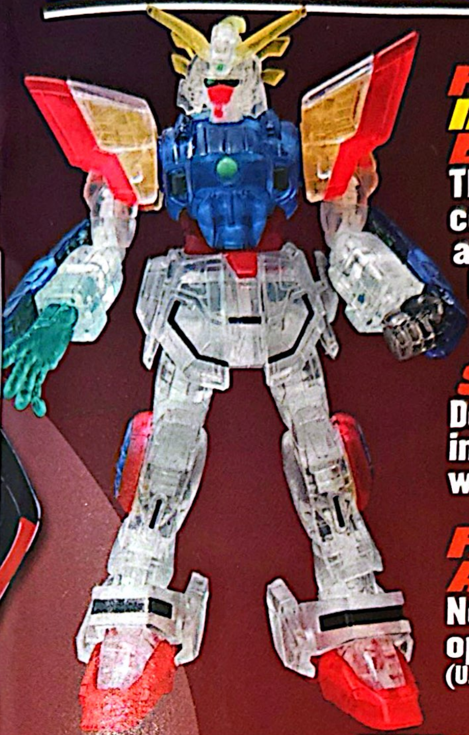

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BY FRED PATTEN

GHOSTS, GOBLINS AND GODS! MIYAZAKI'S FANTASTIC ADVENTURE IS HERE, BUT WILL JAPAN'S #1 FILM BOMB IN AMERICA?

It's bigger than *Titanic*. It's buried *Star Wars*, *Spider-Man* and *Jurassic Park*. And none of that means anything in the United States.

The good news: *Spirited Away* is almost here. After watching it get award after award (including the Japanese Academy Awards' Best Picture Oscar) and beat record after record (at $240 million, it's Japan's #1 movie of all time and the highest-grossing non-American film in the world), America will finally get a chance to see *Spirited Away* for itself. The latest masterpiece by acclaimed director Hayao Miyazaki will hit US theaters on September 20th.

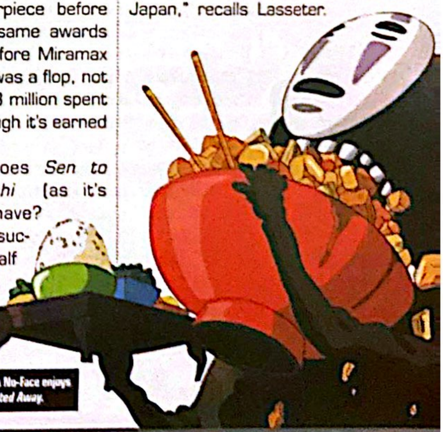
The bad news: *Princess Mononoke*, Miyazaki's 1997 masterpiece before *Spirited Away*, had the same awards and records in 1999 before Miramax released it in the U.S. It was a flop, not even earning back the $3 million spent to bring it over (even though it's earned $140 million worldwide).

So what chance does *Sen to Chihiro no Kamikakushi* (as it's known in Japan) have? Despite its worldwide success, can it even have half the business of an American animated film like *Monsters, Inc.*? One American is confident that it can: *Monsters, Inc.* producer John Lasseter.

PIXAR POWER

John Lasseter knows how to make animated movies for Americans. Besides producing *Monsters, Inc.*, He's the director of *Toy Story*, *Toy Story 2* and *A Bug's Life*, all from Pixar Animation Studios, where he is executive vice president. Both Disney and Studio Ghibli (Miyazaki's animation studio, which made *Spirited Away*) asked Lasseter to serve as creative consultant for Disney's English-language version.

In a sense, however, he has been involved with *Spirited Away* almost from its start. "I visited Japan in March of 2000 for the release of *Toy Story 2* in Japan," recalls Lasseter.



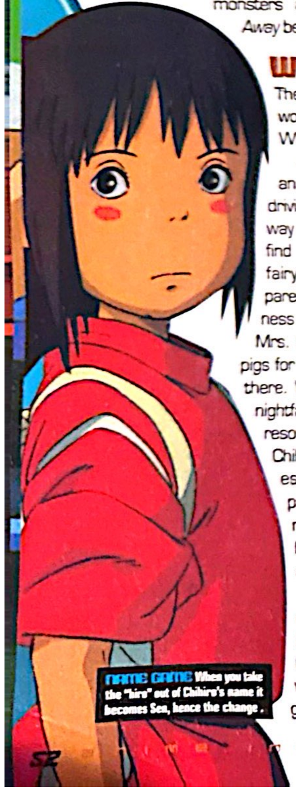
BOWL-A-RAMA The mysterious No-Face enjoys a large bowl of potato salad in *Spirited Away*.

"I took the opportunity to visit Studio Ghibli. They were just beginning production on *Spirited Away*. It looked fantastically exciting. Miyazaki storyboards himself, and as I was talking with him, I rummaged through his trash basket like any fan and asked if I could keep some of the storyboard drawings that he had discarded. He laughed and said, 'No,' then took three of his good drawings, signed them and gave them to me."

Lasseter has been a personal friend of Hayao Miyazaki ever since the two met at the Disney studio in the early 1980s, when Lasseter was a beginning animator and Miyazaki had come from Tokyo to attend Disney's animation seminars for its new staff. Lasseter also credits Miyazaki's films as being a direct inspiration for Pixar's mixture of fantasy, humor and adventure; Pixar's animators have been known to watch the Japanese laserdiscs of Miyazaki's films during the productions of its own features.

Shortly after its 2000 Japanese release, Ghibli president Toshio Suzuki came to Pixar with a subtitled film print of *Spirited Away*. "We showed it in the 235-seat screening room at Pixar," remembers Lasseter. "This was its first screening anywhere outside of Japan. Everyone was blown away. We were familiar with Miyazaki's previous films, and we felt that he had topped himself."

But despite Pixar's overwhelmingly favorable reactions, Disney still wasn't sure whether to bring it over, remembering *Princess Mononoke* before it. Full of weird gods, monsters and magic, would *Spirited Away* be too Japanese for America?



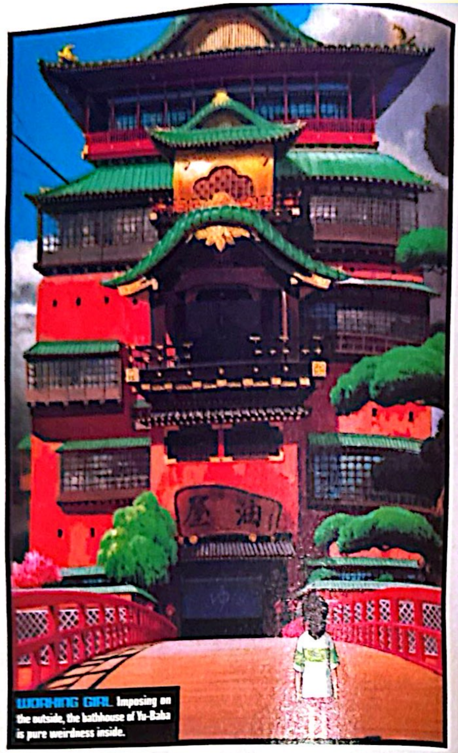
NAME GAME When you take the "hiro" out of Chihiro's name it becomes Sen, hence the change.

WEIRD WORLD

The story that had Disney so worried isn't overtly Japanese. What it is, is *weird*.

A young girl, Chihiro Ogino, and her parents get lost while driving through a forest on the way to their new house. They find an apparently abandoned fairy-like town which the parents assume is an out-of-business amusement park. Mr. and Mrs. Ogino are transformed into pigs for gluttonously eating the food there. When the town awakens at nightfall as a living hot-springs resort spa for the spirit world, Chihiro must decide whether to escape and abandon her parents, or remain to try to restore them to humanity before they are slaughtered and eaten.

But when the spirits discover her, a mysterious boy named Haku tells Chihiro the only way to survive in this strange land is to get a job at a bathhouse run by the sinister witch Yu-Baba. There, Chihiro serves the many gods who come to the bathhouse to relax while at the same time trying to figure out how to save her parents and save her name, which Yu-Baba has taken away, giving her the new name "Sen" (hence the Japanese title, "The Spiriting Away of Sen and Chihiro").



WORKING GIRL Imposing on the outside, the bathhouse of Yu-Baba is pure weirdness inside.

Lasseter feels that the film will resonate with all audiences, regardless of nationality. "Disney was concerned about American audiences not understanding some of the Japanese traditional cultural elements in the story," says Lasseter. "But I felt that it would be particularly accessible to Western audiences because it is seen from the point of view of a modern, materialistic young girl who is unfamiliar with her own cultural past." It was this argument that finally convinced Disney to commit to the film.

AMERICAN STYLE

Which is when John Lasseter's work really began. As the creative consultant, he has been involved in every step in the localization process. First off, this means overseeing the translation of Miyazaki's Japanese script to ensure that it remains as faithful to the original story as possible while sounding perfectly natural in English. "The number one thing to me was to protect Miyazaki's vision," Lasseter says. He worked closely with Disney's voice director, Kirk Wise, in selecting the voice cast, most of whom were already Disney veterans.

Daveigh Chase, the voice of Lilo in *Lilo and Stitch*, plays Chihiro, and Jason Marsden, Max Goof in Disney's *A Goofy*

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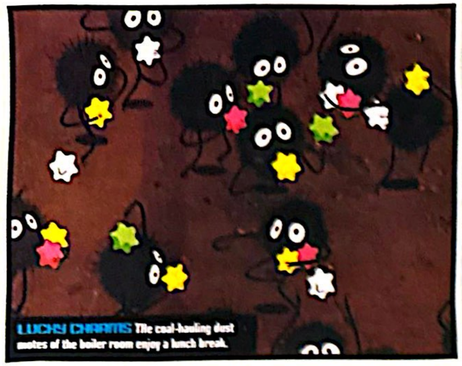

LUCKY CHARMS The coal-hauling dust motes of the boiler room enjoy a lunch break.

Movie, plays Haku. The other roles are filled by veteran voice actors and Pixar familiars like David Ogden Stiers and John Ratzenberger. The final verdict? Lasseter says that Ghibli has complimented the Disney dub as the best English dub that any Miyazaki film has ever had. (High praise, considering that Ghibli held creative control over the dubs of *My Neighbor Totoro*, *Kiki's Delivery Service* and *Princess Mononoke*.)

As for changes to the plot or names, Ghibli fans can rest easy. "We did not change any character names," promises Lasseter. "When she meets someone whose name is really a description of their appearance or their job, we sped up the dialogue to add a translation," he explains. "So she might address Kamaoji as both 'Mr. Kamaoji' and 'Mr. Boiler Room Man' the first time she meets him, and then as just 'Kamaoji' as in the Japanese dialogue for the rest of the time."

Nor did they add any graphics, no matter what. "If Chihiro sees a building which has a sign in Japanese that American audiences can't read, we might add a, "Hmm, a bathhouse," type of talking-to-herself line to the dialogue," says Lasseter.

SPIRIT IN THE SKY

Thanks to Lasseter and Pixar, *Spirited Away* will be a Disney release. This means, unlike *Princess Mononoke* (released by Disney subsidiary Miramax), *Spirited Away* will be going to most major theatres. And although the story and world is very Eastern, Lasseter has no doubt it will find its American audience.

"Miyazaki told me how his grandchildren, girls about 10 years old, seemed very apathetic and shallow," explains Lasseter. "They were only concerned with the latest popular trends; they did not know or care anything about the past. Miyazaki felt he had to make a movie for modern children, to introduce them to the fascination of their cultural heritage, and to show them the importance of responsibility."

Hopefully, American audiences will feel the same way. And maybe a new tradition will begin.

Although not a ten-year-old girl, freelance writer Fred Patten could stand to learn the importance of tradition.

The Name Game

WHO'S WHO AND WHAT'S WHAT IN MIYAZAKI'S MASTERPIECE?

You're soon going to see a movie where young Chihiro is pulled into a wacky fantasy world filled with crazy, far-out spirits. But in fact, those spirits aren't so crazy—they all have roots in Japanese folklore. For instance, the goblins you'll see (called "kami"; literally "gods", but gods as minor nature spirits) *seem* to have names. But these names are actually just descriptions in Japanese. Confused? Don't be, silly Americans. Here's a guide to help you identify the ghost, goblins and gods within, though don't blame us if the names are different in the American release.

YU-BABA: The witch who owns and runs the bathhouse of the gods. "Ba" or "Baba" is the Japanese familiar name for an old woman or grandmother. It's the same in Russian, too; the most famous old witch in Russian folklore is Baba Yaga; Old Granny Yaga. But "yu" is the Japanese for "hot water", so Yu-baba is not so much a personal name as a description: the Old Lady Who Runs the Bathhouse.

ZENIBA: Zeniba looks just like Yu-Baba, which makes sense since they're twins. But Zeniba is the good one; "Zeni" means good-will or well-meaning; "ba" means old woman. Yu-Baba's name leaves it vague as to whether she is good or evil, but Zeniba's name tells you immediately she is friendly.

KAMAOJI: The spider-like gent who runs the resort's boiler room is Kamaoji. But "kama" is "boiler" or "furnace", and "oji" is "old man", so he's just Old Man Furnace.

KASUGA: The spirits dressed in the style of ancient lords who arrive at the bathhouse in a group. They drift through the streets like transparent ghosts. This is a double entendre; "kasuka" or "kasuga" means "dim" or "indistinct", and one of the most revered Shinto shrines in Japan is Kasuga Shrine in Nara, dating back to 768 A.D.

OHGAERU: Ohgaeru are staff members of Yu-Baba's bathhouse; they are the frogs (all [illegible]) who clean the baths.

OKUSARE: When the spirit dripping with sludge slithers in to take a bath, he is addressed as Okusare-sama, which might be euphemistically translated as honorable Lord Stinky. When he is finally cleaned, he is revealed as Kawa-no-kami, literally God of the River.

OSHIRA-SAMA: The colorless fat spirit with the pendulous cheeks whom Sen meets in the elevator is Oshira-sama, which can be translated as Lord Whitey. He is actually an anthropomorphic Japanese radish called a daikon, and obviously an agricultural spirit. ■ FP

YU-BABA

ZENIBA

KAMAOJI

KASUGA

OHGAERU

OKUSARE

OSHIRA-SAMA

KAO-NOSHI

KAO-NOSHI: Literally, "face no" or "negative," but most often translated as "No-face." This mysteriously vague name is a clue that the other spirits have no idea who he is, either.

WHAT WOULD YOU SACRIFICE TO SET YOUR PEOPLE FREE?
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KEEPING IT REAL

BY ROBERT BRICKEN

ANIME INVASION GOES INSIDE THE CONTROVERSIAL WORLD OF DUBBING AND MOUTH FLAPS TO DO A VOICE FOR "EXCEL SAGA"

No, again. Really *scream it.* And sound stupider."

It's not often that people ask me to sound stupider than I normally do, but Matt Greenfield is asking. He's one of the directors at ADV Films, and he's trying to make the English language dub of *Excel Saga*. I'm Rob Bricken, *A.I.*'s faithful associate editor, and I'm in a small, utterly black closet, yelling "Pandas are cute!" at the top of my lungs into a microphone. Outside, Greenfield and his audio engineer are staring intently at three TV screens, six computers and several dozen other things too tech to describe. Greenfield only says, "Again. Stupider." Sigh.

I'm here to figure out a question I've had for years—exactly how anime gets dubbed, how it gets from Japanese TV into those tasty DVDs we buy every week. When ADV Films heard about it, they offered to give me a small part in *Excel Saga*, the super-bizarre cute girl/random death/cult anime and their latest hit. So I traveled down to burning-hot Houston, Texas, out of my mind with anticipation of finding the answers to the mysteries of dubbing and at the chance to be in an anime myself!

© James Nolen/ZUMA

EXCEL-LENT ADVENTURE The accident prone Excel, the deathly ill Hyatt and the always-edible dog Menchi are just three of the characters in the bizarre *Excel Saga.*

THE WRITE STUFF

To understand the entire dubbing process, you have to start at the beginning—Japan. The Japanese companies follow the same process as most animation companies over the world—first the voice actors record their lines, and then the animators draw the scenes so that the mouths fit the dialogue perfectly.

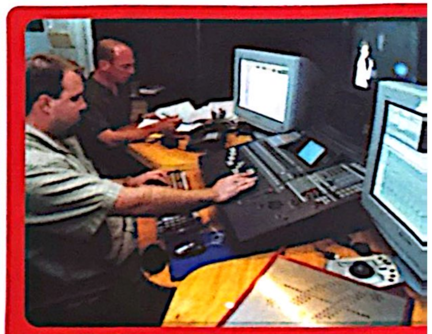
But when anime comes to America, the Japanese voices are thrown out and companies are left with the finished animation. English words now somehow have to fit into mouths drawn to fit Japanese speech.

After a translation is made of the Japanese dialogue into English, writers like Mike Yantosca (*Chance Pop Session, Orphen*) hammer out an English script. Just like the original Japanese writer, he worries about keeping the plot intact, making the characters real and the dialogue accurate. But that's not his only problem.

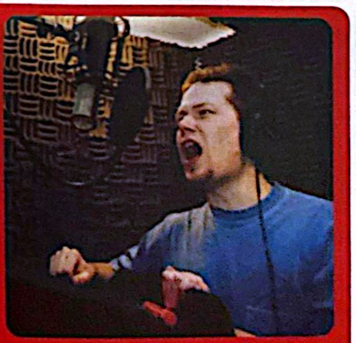
"It's mostly about the 'mouth flaps,'" he explains, referring to how many times the character closes his or her mouth. "You just can't always have the perfect translation match what the character's mouth moves to. In some cases, I've had to make stuff up. The Japanese might have a 15-syllable line, and the translation says it means, 'Oh, really?' So I have to stretch it out."

And the same is true in reverse, where sometimes Yantosca has to pack in scads of info in a three-syllable sentence. Or try to find American-style ways to say phrases that only make sense in Japanese. Or a Japanese cultural reference that makes no sense to Americans. Or, most difficult and dangerous of all....*the joke.*

The joke is where Yantosca can enrage the core anime fans. Many get angered if anything—*anything*—is changed when anime is translated to English. Dubbed versions must be faithful. But as Yantosca worries, what if Japanese jokes don't work in English? "Is it more accurate to say exactly what they say or to change it, and have it actually be funny?" he asks. Unfortunately, it's all a matter of taste.



NOISES ON! Engineer Brent Marshall and director Steven Foster do their
Rob's voice appealing; after three days, they give up.



SHOUT IT OUT Associate Editor Rob Bricken belches the "Star Spangled Banner" and is politely asked to leave ADV grounds.

THE SOUNDS OF VIOLENCE

After the director okays it, the script goes into the voice actor's hands. In this case, *my* hands. Picture me in the recording booth, which consists of just enough space for me, a microphone, a pair of headphones and a small window which looks onto a big TV showing anime. Script in hand, I'm listening to the original Japanese language track of *Excel Saga*, trying to match my speech with the length of the Japanese words while watching the anime. Greenfield is in the next room, with sound boards at his fingertips.

To start, he plays the scene for me a couple of times—Excel and her partner Hyatt are marching a giant killer robot down a busy street disguised as a giant panda. A none-too bright yakuza (a member of the Japanese mob) thinks the robot's cute, and that's where I get to shine. The yakuza only pops on screen for a second, and when he does, I have to say "Pandas are cute!" in the stupidest tough guy voice possible.

I'm told to sound very tough and stupid, loudly and clearly enough to be perfectly understood...but say it quickly while

SEIYUU LATER

VOICE ACTORS RULE JAPAN WITH A GOLDEN THROAT

Think about it: Tom Cruise is a big star, but the voice behind Rei Ayanami of megahit *Neon Genesis Evangelion* isn't. Well, not here in America, at least.

In Japan, where *otaku* clog the streets, their devotion to anime has propelled voice actors over there to become as big as any American movie star. Called *seiyuu* (pronounced SAY-you), they are mobbed in public, their careers followed by devoted fans, and their faces known despite the fact that they don't show them in the shows and movies.

One of the most famous is Megumi Hayashibara, who did the voice of female Ranma in *Ranma 1/2*, the voice of Jesse in *Pokemon* (called Musashi in Japan), Rei in *Evangelion*, Lina Inverse in *Slayers* and dozens more. She's had dozens of music albums, her own cartoon, and been called "queen of *seiyuu*."

A *seiyuu* can make an anime famous, just like putting big-name actors in a movie will get people to watch it. Many *seiyuu*, if popular enough, go on to have singing careers. In fact, the five female lead characters of *Ranma 1/2* actually became a singing group called Doco, and their albums sold gangbusters. You can always catch *seiyuu* giving concerts...in you live in Japan. ■ RB

matching the flaps! Even for this one line, it takes about a dozen takes and 10 minutes before Greenfield is satisfied.

Imagine—my 10 minutes just for one line for one character in one episode of a 26-episode long series. "For the main character of a series, it takes about 12 hours worth of recording to get the lines for one episode," explains director Steven Foster. "We can get a DVD volume in a month. One episode takes roughly like a week."

With the recording done, my voice sample was sent on its way down the hall for ADR work, or Automatic Dialogue Replacement. "The ADR side is where you get all the synching dead-on and making sure the voice is perfect," explains audio engineer Brent Marshall. "From there all the digital effects added such as an echo if the voice is supposed to be in a cave, or if it's behind a door we'll muffle it." After sound effects and music are added, it's eventually double-checked and stuck on a DVD.

EXCEL SAGA'S HYATT

GUIDED BY VOICES

So what's it like being a voice actor? "It's great!" bursts David Matranga, voice of the young magician Orphen in the earlier ADV title *Orphen*, who waited for me to finish my lines so he could record for the comedy *Colorful*. "I came from the stage and commercial-type voice-over stuff. But who wouldn't want to be a sorcerer or samurai?"

SCREEN TEST Rob isn't sure which of these devices measures recording levels and which is the palyback monitor, but he's pretty sure the one on the left is a phone.

Excited as he is, Matranga swears this job is no cake-walk. "You have to be in character, hit the emotion and still stay with all the mouth flaps. You have to be able to act in character, to go with the action and what's going on with the character. It's just as hard as regular acting."

Jason Douglas, who does the voice of the slightly snobby secret society leader Ilpalazzo in *Excel Saga*, agrees. "Regular voices are easier than specialized ones. I was Leon in *Bubblegum Crisis*, and he was just a guy. But Ilpalazzo is different because he has such a *stylized voice*. It's supposed to be heightened, kind of *aristocratic and* out there, but still realistic. He has to have that real quality, because that's where the humor comes from."

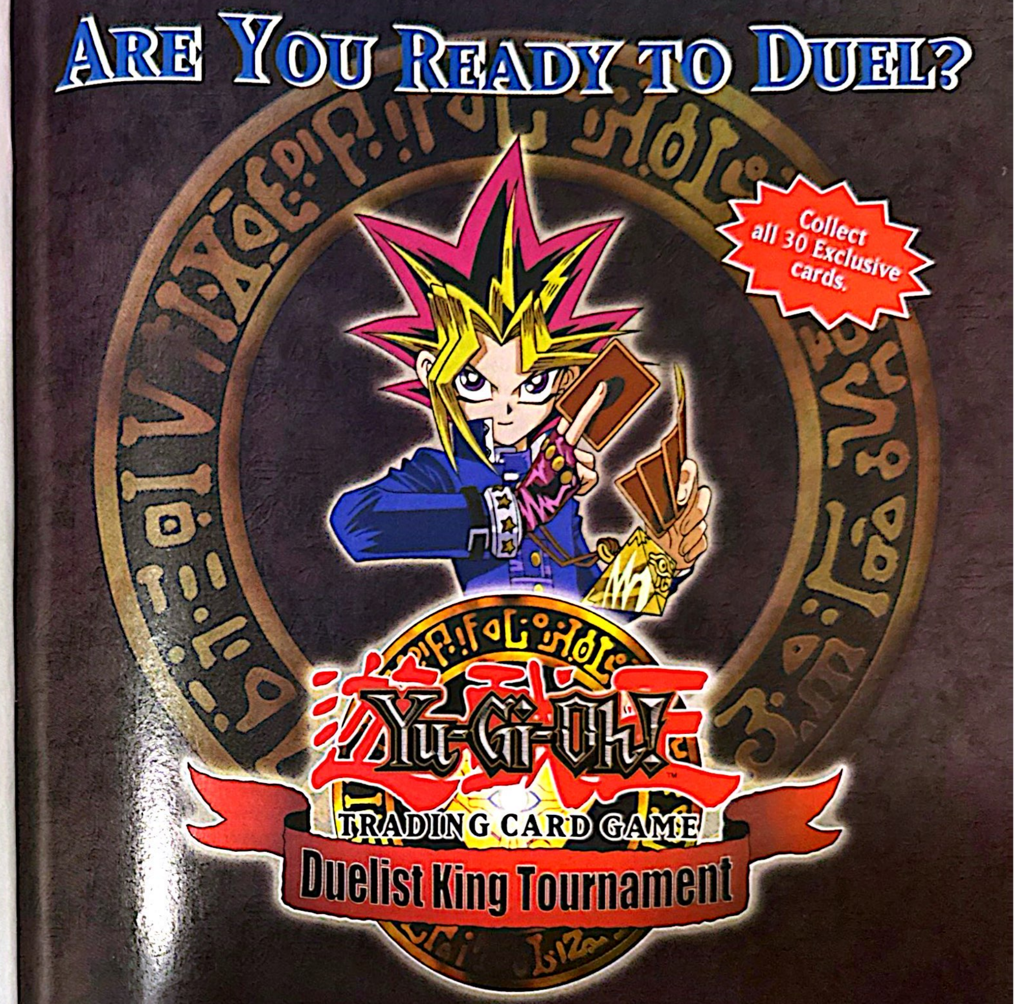
SPEECH, SPEECH

In the end, it's all about keeping it real. The translator, the writer, the director, the audio engineer, the voice actors—they all want the anime to sound right. That means natural dialogue and natural voices. Sometimes, unfortunately, this means changing dialogue, changing jokes and even changing voices.

"We have die-hard fans out there who want us to keep it as faithful to the original as possible," says Foster. "But sometimes, when you have them sound like the original voice, it just doesn't work. It doesn't sound like real people. And that's more important than anything."

But that's also what Douglas—and Greenfield and Foster and Matranga and everybody—love about anime. "No matter how 'out there' the characters might sound, they are all still very real," says Douglas. "That's why anime is so special." ■

Associate Editor Rob Bricken will be in Episode 14 of Excel Saga. *He will also appear in the upcoming* Colorful *as a drunk and a pervert, for which he required no preparation.*



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VIDEO & DVD

JUST ADD COUCH POTATO

DBZ RESURRECTION!

THE FIRST SEASONS OF 'DRAGON BALL Z' ARE COMING...UNCENSORED!

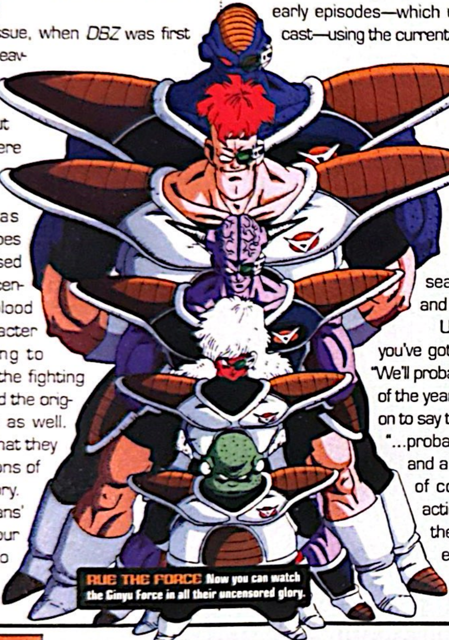
Sex. Violence. And over a dozen episodes worth of *Dragon Ball Z* you've never seen before will finally be seen; In an unprecedented move, FUNimation has revealed that they are planning to re-release all of the first two seasons—over 50 episodes— of *DBZ*, but uncut and unedited for the first time ever!

As reported in our first issue, when *DBZ* was first shown on basic TV, it had to be heavily edited and censored. In fact, so many minutes of animation worth of *Dragon Ball Z* was cut that effectively 13 episodes were totally cut out by the time *DBZ* switched over to Cartoon Network, where censorship was lighter. When the DVDs and tapes of these episodes were released by Pioneer, they were of these censored versions, with all the blood taken out, the numerous character deaths referred to as "going to another dimension" and even the fighting edited down. These DVDs lacked the original Japanese dialogue tracks as well. *DBZ* fans have long lamented that they would never see the first seasons of Dragon Ball in their original glory.

But FUNimation heard the fans' call. "They will be treated as our most recent releases when we do go back and release them," explains Dave Moran, FUNimation press representative. That means all the missing pieces will be put back in, the rest of the action will be uncensored and the DVDs will come with both English and the original Japanese language tracks.

More incredibly, FUNimation has opted to record these early episodes—which used a mostly different voice cast—using the current voices! "*Dragon Ball Z* will have consistent voices throughout all 290+ episodes of the entire series," promises Moran. That means the new recordings will match up with the *DBZ* you've come to know and love, and you can hear the same Goku, Vegeta and crew throughout the entire run of *DBZ*, allowing a seamless transition between old and new.

Unfortunately, the bad news is you've got a bit of a wait ahead of you. "We'll probably start production by the end of the year," Moran remarked, and went on to say that the new discs will come out "...probably within the next year, year and a half." We can barely wait, but of course there's plenty of DBZ action in the meantime! Check out the DVD listings for enough new episodes to keep you busy til then. ■ Christian Nutt



RUE THE FORCE Now you can watch the Ginyu Force in all their uncensored glory.

FAST FORWARD

QUICK PEEKS AT THE NEXT BIG VIDEOS

CLASSIC CALAMITY

Two of ADV's fan favorites are set to hit DVD some time this fall. For fans of *Excel Saga*, *Dragon Half*'s short and crazy two-episode story will hit your sweet spot. *All-Purpose Cultural Cat Girl Nuku Nuku*, another mid-'90s favorite, is finally being dubbed into English with a DVD release planned later this year.

REST OF THE STARS

Bandai recently revealed that the sci-fi sleeper hit *Crest of the Stars'* sequel will be released in the U.S. Entitled *Battleflag of the Stars*, the 13-episode series further follows the exploits of Jinto and Lafiel during the war between the Humankind Empire Abh and United Mankind. Expect it stateside as early as this winter.

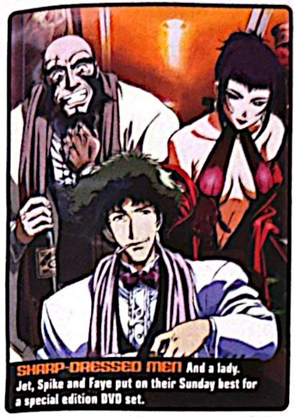
HIS & HER SUBSTANCES

Right Stuf's, *Gainax's His & Her Circumstances* (a.k.a. *Kare Kano*), might be one for the record books. The first DVD of the series contains almost 80,000 different data files—about one-hundred times the usual! That means that the first volume is the most complex DVD in anime history, and might just be the most complex DVD ever. ■ CN

KARE KANO

GREATEST HITS

'COWBOY BEBOP' RETURNS FOR AN UNPRECEDENTED DVD ENCORE



SHARP-DRESSED MEN And a lady. Jet, Spike and Faye put on their Sunday best for a special edition DVD set.

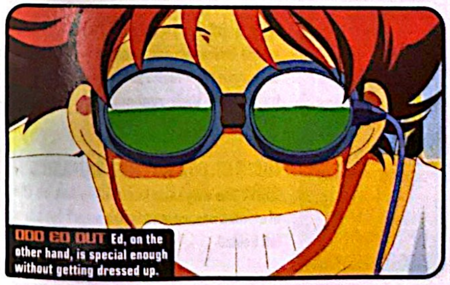
The TV series *Cowboy Bebop* has long been over (even though it still runs on the Cartoon Network's Adult Swim) but for fans there's still more love to come. Bandai announced at this year's Anime Expo that they will be releasing a two-disc Bebop DVD set, titled *Best Sessions*.

But it's not just a best of: Audiophiles will rejoice at the news that the sound has been re-recorded in both Dolby Digital 5.1 sound, as well as DTS, so the ground-breaking music of Yoko Kanno (who scored both the show and the movie) can be heard with perfect clarity. The episodes have been re-edited by original director Shinichiro Watanabe as well, making *Best Sessions* a new treat for newcomers and hardcore Bebop fans alike.

This set will feature six fan-favorite episodes, including: #1 "Asteroid Blues," the introductory show; #5 "Ballad of Fallen Angels," where Spike's past is first revealed; #8 "Waltz for Venus," when spike gets an unlikely apprentice; #17 "Mushroom Samba," about the crew's bad food day; #19 "Wild Horses," featuring their search for an old man lost in space; and #24 "Hard Luck Woman," where Faye finally finds herself.

This set was released in Japan just this past July, under the name *Cowboy Bebop – The Compilation*. It included the same episodes, audio features, and a collector's booklet.

More features are expected to be added as a release date becomes finalized, but Bandai's Jerry Chu announced that the two-disc set would likely retail for $34.95. Start saving your bounties now. ■ Robert Bricken



ODD ED OUT Ed, on the other hand, is special enough without getting dressed up.

EASTERN EGGS

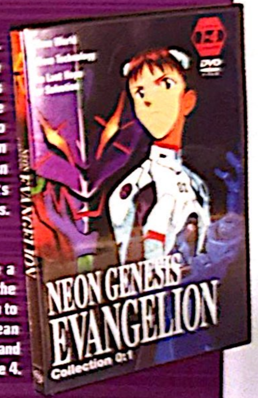
HIDDEN SECRETS OF YOUR FAVORITE DVDS

CARDCAPTOR SAKURA: THE MOVIE

Release some extras with Sakura! Go to the Extras menu, and highlight the words "English Trailer." Press left, and then press it again. Press up three times, and right once. You'll see white bars appear at the top of the screen around the word "Extras." Hit enter, and the menu animation changes! While you're there, go to the Japanese Commercial Spots option and hit enter. Go down to TV Commercial C, and press left and then up. Hit enter, down and then enter again, and you'll get to see a cute frog video!

EVANGELION COLLECTION 0:1

The re-mastered version of *Evangelion 0:1* that came with the Perfect Collection box set holds a highly requested extra! Enter the Extras menu, and then press up to highlight "Extras Panel" and then hit enter. You can then watch clean opening and ending credits sequences for this landmark series.



GOLDEN BOY VOL. 1

The main character might be a slacker, but that doesn't mean the people who made the DVD are. Go to the Extras menu, and select clean ending credits. Hit the left button, and you can see a preview for episode 4.

CREST OF THE STARS VOL. 4

The Abh might be conquering Jinto's planet, but you have power over the DVD release! Go to the Extras menu, and press the "2" button on your remote. You'll get to see both versions of the ending sequence without credits. Once that's over, press "3" to see a secret English trailer for the show!

ANGEL SANCTUARY

Pop in your *Angel Sanctuary* disc, and go to the Sneak Peeks section. There's a building under the words "Sneak Peeks." Move your cursor to it and hit Enter. A red angel outline will appear, and you'll be able to see a hidden preview for *Revolutionary Girl Utena: The Movie*. ■ CN

ON THE SHELF

WHAT'S IN STORE FOR ANIME STORES THIS FALL?

SEPTEMBER

CARDCAPTOR SAKURA: TRUST VOL. 11 Sakura's going up against the Dream card. Li and Sakura co-star in the school play, where he's Sleeping Beauty and she's the prince—can things get any worse? (Pioneer, VHS, $24.98, DVD, $29.98)

DRAGON BALL Z – FUSION Goten and Trunks have discovered the fusion technique, which allows them to become Gotenks! Pick up two tapes, The *Last Saiyan* and *Internal Struggle*, and see if Majin Buu can be defeated at all! (FUNimation, VHS, $14.95)

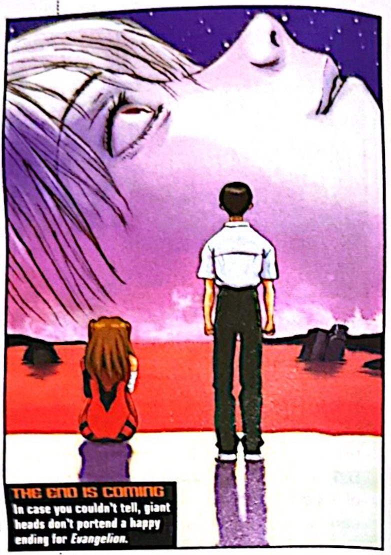
END OF EVANGELION The stunning conclusion of the *Evangelion* series the way the director originally intended, *EoE* tells the tale the last two TV episodes couldn't contain—with plenty of action and introspection. (Manga Entertainment, DVD, $29.95)

FANCY LALA: SHARING THE SPOTLIGHT! VOL. 2 Young Miho's recording career as the pop star Fancy Lala starts to take off, but she's running into problems at school. And who is this rival? (Bandai, DVD, $24.98)

GATE KEEPERS: THE SHADOW! VOL. 7 The Invaders continue to trouble AEGIS, along with the meddling Reiji Kageyama, whose TV broadcast creates confusion and panic just as the Invaders attack! (Pioneer, VHS, $24.98, DVD, $29.98)

GENERATOR GAWL PERFECT COLLECTION The year is 2007, and three young men have been sent from the future to save humankind! Contains the entire series in one easy-to-afford package. (ADV Films, DVD, $59.98)

GTO: THE TEST VOL. 4 Eikichi Onizuka may have met his match when a sexy new teacher threatens to take him down. (TokyoPop, VHS, $19.99, DVD $29.99)



THE END IS COMING
In case you couldn't tell, giant heads don't portend a happy ending for *Evangelion*.

GUNDAM WING COMPLETE OPERATIONS What all you fans have been waiting for: the entire *Gundam Wing* TV series packaged into one handy set. Follow the travails of Heero, Trowa, Quatre, Duo and Wufei as they battle against Zechs and OZ. (Bandai, [illegible] $199.98)

GUYVER: DVD VOL. 1 [illegible] mysterious warrior known as the Guyver [illegible]—a young man encased in a highly powerful [illegible] ancient armor. (Manga Entertainment, [illegible], $29.98)

HELLSING: BLOOD [illegible] VOL. 2 A traitorous member [illegible] the Hellsing Organization leaks [illegible] right as Arucard's attacked by the [illegible]ious Valentine Brothers! (Pioneer, [illegible].98)

HIS & HER CIRCUMSTANCES VOL. 2 Yukino Miyazawa and Souichiro Arima continue to explore their feelings for one another as they try to show their real selves. (Right Stuf, DVD, $29.95)

LUPIN III: PURSUIT OF HARIMAO'S TREASURE The wily thief Lupin III is hot on the trail of a new treasure, and Fujiko won't let herself be left behind. (FUNimation, DVD, $29.95)

HOT PICK

MOBILE SUIT GUNDAM: CHAR'S COUNTERATTACK

August 20 on DVD, $29.98
Bandai Entertainment

MOBILE SUIT
GUNDAM
CHAR'S COUNTERATTACK

The explosive original Mobile Suit Gundam saga culminates in this theatrical release, one of the most respected anime films of all time. It's Universal Century 0093, and Char and Amuro have fought against each other for years—and even briefly teamed up. When they cross paths with Quess Paraya, a spoiled politician's daughter, and Hathaway Noah, the son of White Base's commanding officer Bright Noah, things go horribly awry. Char reawakens the still-beating heart of Zeon colonists with a plan to drop an asteroid on the Earth and create a nuclear winter—to punish the decadent citizens who oppress the Spacenoid peoples. The battle to prevent this terror drives Amuro to pilot a brand new, ultimately powerful Mobile Suit—the Nu-Gundam. A truly epic production with amazing space-battles and rich characters, Char's Counterattack is one of the crown jewels of the Gundam universe.

The DVD is packed, containing 5.1 Dolby Digital sound for both English and Japanese tracks, the original theatrical trailer, a creator filmography, music videos and a 12-page collector's booklet!

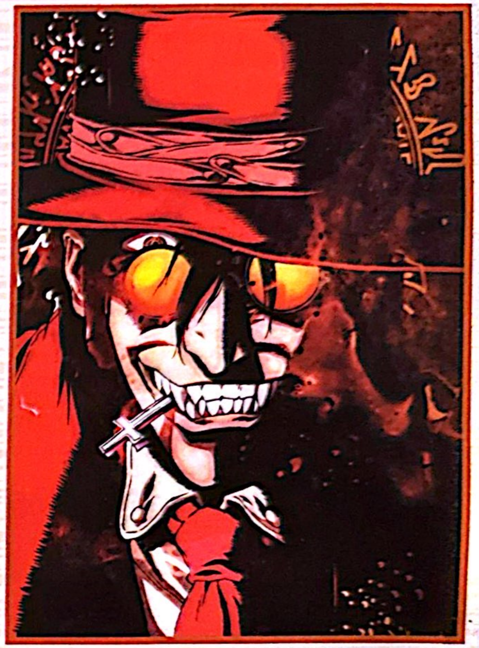
PIONEER ENTERTAINMENT AND ANIME INVASION PRESENT:

HELLSING: DINNER WITH A VAMPIRE CONTEST

GRAND PRIZE (1): Win a trip for two to Los Angeles from anywhere in the continental US, lodging for two nights in Hollywood, a free dinner with the voice actor from *Hellsing* and a $300 allowance*!

FIRST PRIZE (10): Ten bloodsuckers will receive a *Hellsing* DVD and a *Hellsing* t-shirt.

SECOND PRIZE (25): Twenty-five children of the night will win a *Hellsing* wall scroll.



HOW TO WIN

Just fill out the entry form below, stick it in an envelope and drop it in the mail. We'll choose randomly from all the entries!

LEGAL T[illegible]T...

No purchase necessary. C[illegible] open to anyone except employees of Wizard Entertainment, Pioneer E[illegible], Pioneer affiliates, Pioneer distributors, Pioneer dealers, their imm[illegible]milies and Buffy Summers. Subject matter may not be suitable for all au[illegible] Print your name, date of birth, address, city, state, zip, email address a[illegible]hone number with area code on the official entry form or a 3-by-5-inch index [illegible]d attach the form or card to your entry. Enter as many times as you like. [illegible] entry separately to: "Dinner With a Vampire" Contest, c/o Wizard Enter[illegible], P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions [illegible] forms are accepted, but you can photocopy the entry form before f[illegible] out if you don't want to mess up your magazine. All entries and all [illegible] relating thereto become property of Wizard Entertainment and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize-winners. Prizes are awarded in the names of the contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules hereof. **All entries must be received at contest headquarters by November 15, 2002.** Wizard Entertainment is not responsible for lost, late, misdirected or mutilated entries. Winners will be selected based on random drawing by Wizard Entertainment from qualified entries received. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Winners will be notified no later than November 22, 2002. If an entrant, having been declared as a winner, does not accept the prize or the prize or prize notification is undeliverable, another entry will be selected. In the event that a prize is not available or it becomes impossible for the sponsor to award the prize which has been designated, the sponsor retains the right to substitute a prize or product of equal value to the winner. Determination of whether a prize or product is of equal value is in the sole discretion of the sponsor. Winning entries will be selected on or about November 15, 2002.

For a list of winners, available after **November 22, 2002**, send a self-addressed stamped envelope to: "Dinner With A Vampire" Winners List, c/o Wizard Entertainment, P.O. Box 118, Congers, NY 10920-0118.

* Allowance is for meals, transportation, car service to and from the airport and hotel, and any other expenses related to this trip. Airfare includes round-trip coach tickets for two. All arrangements made by Pioneer Entertainment. Choice of hotel is subject to Pioneer Entertainment's discretion and includes one (1) hotel room. If contest winner selected is not 18 years of age or older, they must be accompanied by a parent or guardian. The parent/guardian will automatically use the second airline ticket that is included in the grand prize. Accomodations will be made at the sole discretion of Pioneer Entertainment. Contest winner and travel companion will be required to execute a travel release from Pioneer Entertainment prior to ticketing the trip.

Pioneer

This contest is sponsored by Pioneer Entertainment and Nosferatu everywhere.

Fill this out and put it in an envelope. Send to: "Dinner With a Vampire" Contest, c/o Wizard Entertainment, P.O. Box 118, Congers, NY 10920-0118. Deadline is November 15, 2002.

Name ____________________ Date of Birth ____________

Address ____________________________________

City ______________ State ______ Zip ______

E-mail Address ______________________________

Phone Number (with area code) ________________

HELLSING: DINNER WITH A VAMPIRE CONTEST
DEADLINE IS NOVEMBER 15, 2002

MD GEIST I/II COLLECTORS SERIES This jam-packed Special Edition contains more Geist than you can handle! The genetically engineered super-soldier MD Geist is the last hope for an earth threatened by apocalypse. (US Manga Corps, DVD, $29.99)

OUTLAW STAR: PERFECT COLLECTION Bounty hunters Gene Starwind and Jim Hawking will accept any job thrown at them from every corner of the galaxy! This set contains the entire popular *Outlaw Star* saga on 6 DVDs. (Bandai, DVD, $89.98)

REAL BOUT HIGH SCHOOL: STRANGE JOURNEYS VOL. 3 The adventures of Ryoko continue as she vies to retain her championship of the K-Fight tournament. (TokyoPop, DVD, $29.99)

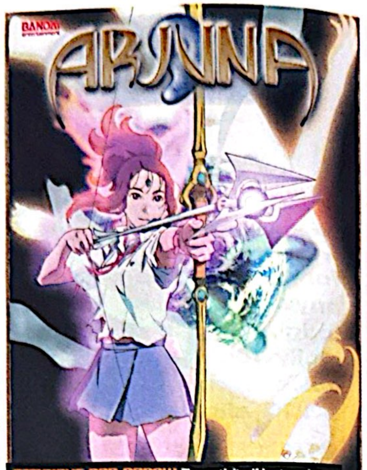
RUROUNI KENSHIN: END SONG A mysterious Feng Shui practitioner, Saeki Mizu, seems undefeatable until Kenshin teams up with the mysterious Jinpu Kaze. (Media Blasters, VHS, $24.95, DVD, $29.95)

SAILOR MOON VOL. 7 & 8 Beryl & her minions won't let Serena and her friends rest for a minute. (ADV Films, DVD, $14.98)

SAILOR MOON SUPER S: PEGASUS COLLECTION 4 The Amazon Trio encounters trouble when Fish Eye falls for Tuxedo Mask. Unfortunately, the Amazon Quartet is there to take their place in the quest to capture Pegasus! (Pioneer, DVD, $29.98)

TSUKIKAGE RAN: A TALE OF TWO TRAVELERS VOL. 1 Young, female, and a samurai? Tsukikage Ran is a young wanderer traveling throughout the Japanese countryside, setting things right. (Bandai, DVD, $29.98)

VANDREAD: THE SECOND STAGE: SURVIVAL VOL. 1 The second series of the Vandread saga begins with the arrival of new crew members and the continued attack of the Alien forces. (Pioneer, DVD, $29.98)



STRAIGHT AND ARROW The earth itself bestows its power to Juna to stop pollution. From the creator of *Escaflowne*.

YS: BOOK I Based on the classic video game series, the saga of the warrior Adol Christin and the goddesses of Ys weaves a tale of timeless swords and sorcery action. (Media Blasters, DVD, $29.95)

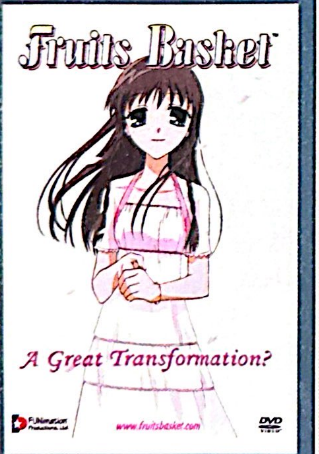
YU-GI-OH VOL. 1 & 2 The Yu-Gi-Oh saga appears on video for the first time! Yugi is a young boy chosen by the mysterious powers of the Duel Monsters cards. (FUNimation, VHS, $14.95, DVD, $24.95)

ZONE OF THE ENDERS: IDOLO The prequel to the hit PS2 game. Big robots, little kids and a space station spell trouble. (ADV Films, DVD, $24.98)

HOT PICK

FRUITS BASKET: A GREAT TRANSFORMATION VOL. 1

October 29 on DVD, $39.95
FUNimation



This huge hit in Japan finally make its way to American DVD players. Tohru is a young, sweet girl, orphaned at an early age. She gets adopted by a nice family, the Soumas, when they discover she's living in a tent on their property! But things really get weird when Tohru discovers that the 12 members of the family each turn into a different animal, one for each sign of the Zodiac, when hugged by a member of the opposite sex! What's more, they've been cursed for hundreds of years! And what's still more, when they transform, their clothes don't transform with them...

The name comes from a kids game in Japan—kind of like musical chairs, except everyone gets the name of a fruit and sits down until that fruit is called out. When Tohru played, she always got the name "rice ball"—and since that's no fruit, she was never called and always felt left out. But even though the cursed Souma family takes her in, all is not well in the house of Souma.

This shojo anime is beloved in Japan, and full of great characters, humor and drama. If you're a fan of the wackiness of *Ranma 1/2* or the romance of *Marmalade Boy*, make sure to check it out.

OCTOBER

ARJUNA: REBIRTH [illegible] Juna is just a normal high school girl [illegible] motorcycle accident places her in a [illegible] death situation. As she leaves [illegible] begins a strange journey to [illegible] from the evils of environmental [illegible] (Bandai, DVD, $29.98)

BETTERMAN VOL. [illegible] Betterman continues to [illegible] Akamatsu Industries, and Keita [illegible] virus is spreading and time is [illegible] (Bandai, DVD, $29.98)

BLUE GENDER VOL. [illegible] The series approaches its climax as Yuji searches for the truth behind BLUE. Can he and the others save the world in time? (FUNimation, VHS, $19.95, DVD $24.95)

DRAGON BALL - FORTUNE TELLER BABA & TIEN SHINHAN Goku's almost got the last Dragon Ball to grant him his wish. But the witch Baba forces him to fight for it. And the first appearance of Tien! (FUNimation, VHS, $14.95)

"EVANGELION FANS REJOICE! THE WAIT IS OVER!" - Wizard Magazine

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DVD/VHS Available in US/Canada 9.24.02

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NEON GENESIS EVANGELION THE END OF EVANGELION
GHOST SWEEPER MIKAMI
RED HAWK
TOKYO
ASTRO BOY
MANGA VIDEO

DRAGON BALL Z FEATURE PACK The second collection of *DBZ* movies, including *Lord Slug*, *Cooler's Revenge* and *Return of Cooler*. Available in Edited or Uncut editions. Boo-yah! (FUNimation, DVD, $39.95 edited, $49.95 uncut)

FIST OF THE NORTH STAR VOL. 3 & 4 The popular post-apocalyptic anime continues with more stories about the rivalry between superhuman warrior Kenshiro and his rival Shin! (Manga Entertainment, VHS, $19.95, DVD, $29.95)

GRAVE OF THE FIREFLIES COLLECTORS SERIES The classic Studio Ghibli movie is reissued in a new collectors' edition with special features galore! This tragedy of two World War II-era orphans paints a heartbreaking tale. (U.S. Manga Corps, DVD, $29.95)

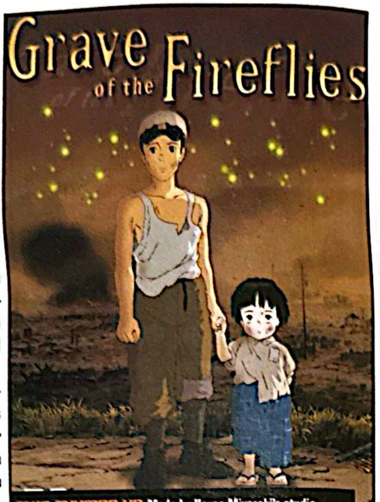
LOVE HINA VOL. 5 Keitaro's problems are mounting as he follows Naru to a haunted island for a spooky vacation. (Bandai, DVD, $29.98)

MANGA ENTERTAINMENT BOX SET Manga packages up five of their best DVDs into one affordable package, including *Ghost in the Shell*, *Ninja Scroll*, *Perfect Blue*, *X*, and *Royal Space Force: The Wings of Honneamise*. (Manga Entertainment, DVD, $119.95)

MACROSS PLUS BOX SET Another package deal, this one contains both volumes of the classic *Macross Plus* OAV series and *Macross Plus: The Movie*, an alternate retelling of the same story with more detail. A modern classic of anime! (Manga Entertainment, DVD, $89.95)

RANMA FOREVER VOL. 3 The seventh and final season of Ranma hits its stride with episodes featuring your favorite characters. Ryoga and Ranma still can't get along, and it's more than Akane can handle! (Viz Video, VHS, $19.98, DVD, $24.98)

RONIN WARRIORS VOL. 7 The boys continue their struggle against the dread lord Talpa. The power of the legendary armor must prevail. (Bandai, DVD, $24.98)



TWO THUMBS UP Made by Hayao Miyazaki's studio, Roger Ebert has called *Grave of the Fireflies* one of the greatest movies ever.

SAILOR MOON VOL. 9 & 10 Sailor Moon hits its second season in full swing with these discs full of *SMR* episodes. Earl, Ann, and Rini appear to give Serena and the scouts more trouble than they can manage. (ADV Films, DVD, $14.98)

SABER MARIONETTE J TO X VOL. 4 The last *Saber Marionette J* series follows the further adventures of [illegible] robotic maidens Lime, Cherry and Bloodberry, who vie for Otaru's affections. (Bandai, DVD, $29.98)

SILENT MOBIUS [illegible] battle against the mysterious Luci[illegible] continues. Can Katsumi and the [illegible] of the Attacked Mystification [illegible] Department stop these terrible [illegible] (Bandai, DVD, $44.98)

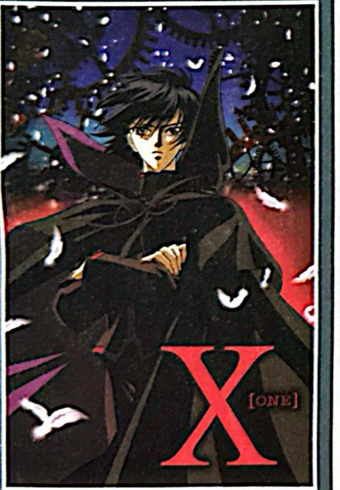
STREET FIGHTER BOX [illegible] This comprehensive box set contains [illegible] volumes of the *Street Fighter II V TV* series along with the *Street Fighter Alpha* movie. (Manga Entertainment, DVD, $199.95)

TENCHI MUYO! PRETTY SAMMY/ MIHOSHI SPECIAL Some of the most fan-requested, classic episodes of *Tenchi Muyo!* finally show up on DVD! Sasami shines as Pretty Sammy, the magical heroine, and ditzy Mihoshi gets her very own special. (Pioneer, DVD, $29.98)

HOT PICK

X: ONE

September 24 on DVD, $29.98
Pioneer Animation



Last issue we brought you news that Pioneer had snagged the rights to the brand-spanking new X series, based on CLAMP's stupendous manga saga. This September, the first volume of the immensely popular eight-volume saga hits store shelves. Telling roughly the same story as the film by the same name, but with a much more digestible pace, X follows the story of Kamui Shiro and the struggle between the Dragons of Heaven and the Dragons of Earth for the fate of Tokyo—and the world. Metaphysics mingles with psychic skirmishes and melodrama in a tale with a huge cast of intricately detailed characters. The fact that these guys and gals are often perched atop skyscrapers and locked in battle doesn't hurt its appeal.

The struggle wraps itself around young Kamui and his childhood friends Kotori and Fuma. These three teenagers become the lightning rod for all of the troubles that envelop Tokyo in the foretold year of destiny, 1999, and they must struggle between two futures—a calming peace or cleansing apocalypse. The action is intense and the drama is spread thick. Fans of the beautiful shôjo art CLAMP's famous for and those looking for intense psychic battles will definitely want to check out this latest offering from Pioneer.

The Top 9 (Because 10 Might Get Us Sued) Reasons Why You Should Buy EXCEL SAGA on DVD

9 Buying stuff supports capitalism, which is the American way. And this is no time to be un-American, is it?
8 Everyone else is buying it, and we all know what mindless sheep most of you are.
7 To find out which types of wine taste best with which breed of dog.
6 Excel Saga helps you burn fat and lose weight.
5 Germans love David Hasselhoff!
4 Excel Saga will help you meet lots of women.
3 Lap dances are more expensive, and not quite as fulfilling.
2 Buy it, and then make fun of all your friends who didn't, thereby giving them deep, long-lasting psychological scars that will haunt them for the rest of their lives.

AND THE 1 REASON WHY YOU SHOULD BUY EXCEL SAGA ON DVD:
"Because we said so, and we know what's best for you."

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www.advfilms.com

VIRUS VOL. 1 The time is 2097, the location: Neo Hong Kong. Advanced technology has allowed man to fuse with machine, but digital viruses have taken control of the unlucky. Virus buster Serge must find a solution to this threat. (Manga Entertainment, VHS, $19.95, DVD, $24.95)

YOU'RE UNDER ARREST BOX SET 1 The first 12 episodes of the lovely Tokyo cops, from the creator of *Oh My Goddess!* Love, car chases and keeping the streets clean, complete with a bonus DVD! (Animeigo, DVD, $88.00)

YU YU HAKUSHO VOL. 5 & 6 Yusuke continues to find himself in a variety of challenging situations as he continues to train his fighting skills. Look for *The Beasts of Maze Castle* and *Seven Ways to Die*. (FUNimation, VHS $14.95, DVD $24.95)

NOVEMBER

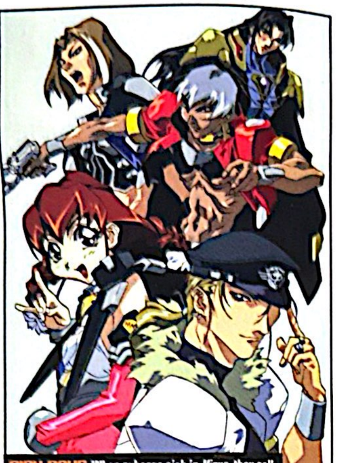
ASTROBOY VOL. 7-9 Three volumes of the seminal series about the lovable robot bring us more enchanting stories. As he travels throughout the world getting into adventures, he learns more about what it means to be a robot in a world of people. (Manga Entertainment, VHS, $19.95)

CARDCAPTOR SAKURA: FINAL JUDGMENT VOL. 12 Sakura must face her toughest challenge yet as she confronts the Earth card—but when she captures it, Kero-chan can achieve his original form! Is Sakura ready for the final battle? (Pioneer, VHS, $24.98, DVD, $29.98)

EVANGELION BOX SET Manga prepares a package containing the apocalyptic movies of the *Evangelion* series: *Death and Rebirth* and *End of Evangelion*. Follow the saga from beginning to end in this collectors' set. (Manga Entertainment, VHS, $39.99, DVD, $49.95)

FANCY LALA VOL. 3 More adventures for Miho! Her secret comes dangerously close to being discovered, but with the help of the adventurous sidekicks Pigu and Mogu, there's nothing the singing sensation Fancy Lala can't handle. (Bandai, DVD, $24.98)

FUSHIGI YUUGI EIKODEN The sequel to the popular Fushigi Yugi series! A girl named Taka finds the Four Gods book, steals Miaka's baby and becomes the new priestess of Suzaku! The DVD comes with a 24-page booklet, and loaded with extras. (Pioneer, DVD, $29.98)



SICK DAYS When cyborgs sick in *Virus*, they call Serge and his crew...or Norton AntiVirus.

GATE KEEPERS: FOR TOMORROW! VOL. 8 The thrilling series comes to a close in a confrontation against the powerful Shadow. With Ruriko and Megumi missing, can AEGIS defeat the Shadow—even with betrayals inside its own walls? (Pioneer, VHS, $24.98, DVD, $29.98)

MOBILE FIGHTER G-GUNDAM 1-3 A series that takes the Gundam theme in a whole new direction, *G Gundam* tells the story of a huge fighting tournament held on Earth by all of the colonies. You can buy all three in a box set as well! (Ba[illegible]rtainment, DVD, $29.98)

REAL BOUT HIGH [illegible]L. 4 Ryoki's school gets Linked [illegible] World in the Series' conclusion. [illegible] extras including outtakes. (To[illegible], $29.99)

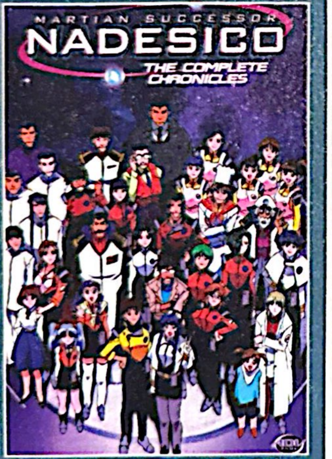
STARBLAZERS C[illegible]E BOX SET This box set contains [illegible] *Comet Empire* chronicle of the Star B[illegible] series, one of the most classic anime [illegible] available in the U.S. today. Follow the space battleship Yamato as it fights to save the Earth! (Animeigo, DVD, $88.00)

YU-GI-OH! VOL. 3 & 4 Yugi's battles continue as he faces off against his toughest opponents yet! The mysterious power of the Blue Eyes White Dragon is unleashed in fierce struggles against enigmatic enemies! (FUNimation, VHS, $14.95, DVD, $24.95)

HOT PICK

NADESICO COMPLETE CHRONICLES

September 24 on DVD, $89.98
ADV Films



Nadesico is a landmark series for anime fans. Hardcore otaku point to it as one of the finest fusions of parody and homage, while more casual fans enjoy it for the cool characters and exciting action. But everyone loves it for the humor. Now, the entire 26-episode TV series is available in one collectors' box set for a very affordable price. Following the story of the hapless crew of the space battleship Nadesico, the series is a wealth of everything that fans love about anime—giant robot space battles, hilarious situations, and cool, cute, and crazy characters. The DVDs will feature character bios, translation notes, clean credit sequences and, of course, plenty of ADV previews.

The year is 2195. The Earth is under attack by an alien force—the Jovian Lizards—who have invaded and conquered Mars, completely obliterating the colonies on its surface. What's to be done? Well, send in a powerful, state-of-the-art battleship—the Nadesico—to take out the trash. But the captain's a little girl, the mecha pilot is an obsessive fanboy, and the rest of the crew is even weirder. Some way, though, the Nadesico has to triumph over the enemy, liberate Mars, and protect the Earth.

the GOOD
the BAD
and Plastic Man
UHH... WHAT??
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Hypertime
WIZKIDS

— www.dcheroclix.com —

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TELEVISION

DOG DAYS

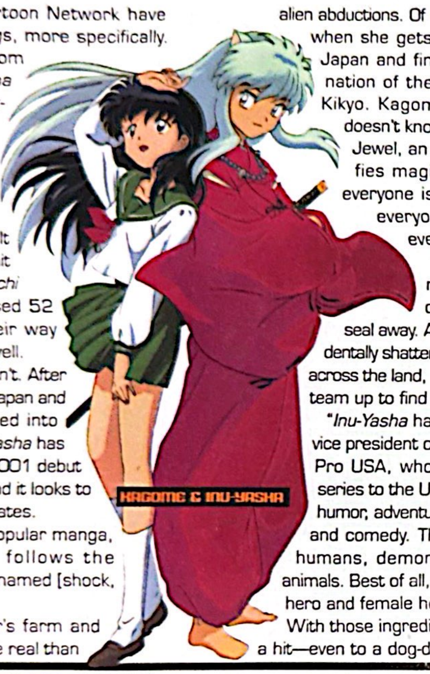
DEMONS ON THE CARTOON NETWORK? RUMIKO TAKAHASHI SAYS 'YES!'

Viz Communications and Cartoon Network have let the dogs out. Demon-dogs, more specifically. *Inu-Yasha*—the latest hit from Rumiko Takahashi (creator of *Ranma 1/2*, *Maison Ikkoku* and *Urusei Yatsura*, and the best-selling female artist in the world)—is coming to Cartoon Network, with help from Viz Communications.

Cartoon Network will premiere the series in September during the Adult Swim block, home to other smash hit anime such as *Yu Yu Hakusho* and *Tenchi Muyo*. So far, the channel's purchased 52 episodes, but more could make their way across the Pacific if the show does well.

And there's no reason why it shouldn't. After a highly successful manga run both in Japan and the U.S., *Inu-Yasha* was transformed into anime form by Sunrise Studios. *Inu-Yasha* has become a huge hit since its October 2001 debut in Japan, is now in its third season, and it looks to be equally successful in the United States.

Otaku will have already read the popular manga, but for you posers, *Inu-Yasha* follows the adventures of Kagome and a demon named [shock, shock] Inu-Yasha.


KAGOME & INU-YASHA

Kagome lives on her grandfather's farm and believes that fairy stories are no more real than alien abductions. Of course, she's proved wrong when she gets transported to medieval Japan and finds out she's the reincarnation of the warrior mage-priestess Kikyo. Kagome herself (although she doesn't know it) possesses the Shikon Jewel, an artifact that greatly amplifies magical power. So, naturally everyone is after her, and we mean everyone—demons, mages and even Buddhist monks.

Complicating matters even more is Inu-Yasha, the dog-demon that Kikyo died to seal away. After the Shikon Jewel is accidentally shattered into pieces and scattered across the land, Inu-Yasha and Kagome must team up to find all of the shards.

"*Inu-Yasha* has it all," says John Easum, vice president of licensing and sales at Sho Pro USA, who are helping to bring the series to the U.S. "Good versus evil, edge, humor, adventure, action, horror, romance and comedy. There's a rich cast of humans, demons, [illegible], bugs and animals. Best of all, there's a compelling male hero and female hero."

With those ingredients, *Inu-Yasha* smells like a hit—even to a dog-demon. ■ [illegible] Moriarity

TUNE IN TOKYO

BE A FAN OF A SHOW ONLY ON THE AIR IN JAPAN

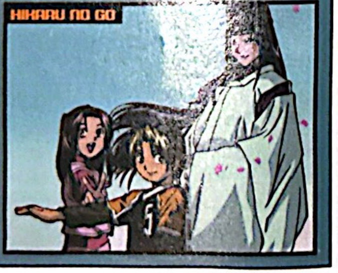
HIKARU NO GO

It's not all *Yu-Gi-Oh!* and *Pokémon* in the land of the rising sun—other games get their chance to find small screen success. One of the best is *Hikaru no Go*, a super-popular series airing currently on Japan's WoWow station.

Hikaru, a sixth-grader, searches his grandfather's attic for stuff to sell. He finds an old Go board—it's an ancient strategy game kind of like checkers, but just as intellectual as chess.

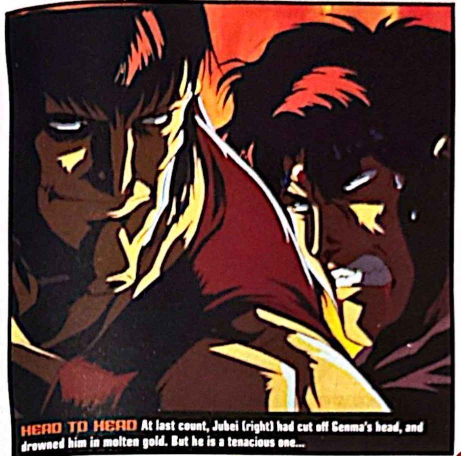
But the board is possessed by the spirit of legendary Go master Sai, and when Hikaru touches an old bloodstain on the Go board, Sai immediately jumps into Hikaru's mind, partially possessing him. Sai, who's been Go-deprived for the past few centuries, immediately starts throwing Hikaru into Go matches. Hikaru's not too keen on this idea, until Sai offers to help him with his homework.

Produced by the famous Studio Pierrot, *Hikaru no Go* gives viewers compelling characters and epic clashes of intellectual titans, even if it is just a game. ■ CM


HIKARU NO GO

SCROLL DOWN

NINJA SCROLL TV SERIES SET TO PREMIER SUMMER 2003


HEAD TO HEAD At last count, Jubei (right) had cut off Genma's head, and drowned him in molten gold. But he is a tenacious one...

You might as well program your VCRs; you don't want to miss a single thrilling episode of the *Ninja Scroll* TV series that's hitting small screens across the U.S next year.

The series, currently in pre-production by Madhouse Studios and Urban Vision, has a killer creative team. *Ninja Scroll* will be supervised by Yoshiaki Kawajiri (director of the *Ninja Scroll* movie and *Vampire Hunter D: Bloodlust*), directed by Tetsuo Sato (*Martian Successor Nadesico*), with character designs by Takahiro Yoshimatsu (*Trigun*).

"There's some great talent working on this project," says Ro[illegible] Medina at Urban Vision, the American licensors of *Ninja Scroll*. "I'm expecting something really cool-looking with a very good story."

The production team plans on using traditional cel animation to create the series, but will use some CGI special effects to wow the audience.

The movie that started it all, *Ninja Scroll*, follows ronin samurai Jubei and ninja Kagero in the Tokugawa Era (1600-1868) as they race to find the source of a deadly plague, kick the asses of powerful, mysterious demons and thwart a conspiracy to overthrow the government of Japan.

While Jubei, star of the fan-favorite movie, will definitely star in the TV series, no word is available yet on which characters from the movie will join him.

Fans of the original movie won't have to worry that the series will be sanitized for American audiences, taking away the sword battles that made the movie so popular. "This series will be for mature viewers," says Medina. "We definitely want it on a channel not geared toward children." ■ CM

ON THE AIR

UPDATING AND INFORMING YOU ON BOOB-TUBE GOINGS-ON

BEYBLADE

ABC FAMILY

ABC Family has added anime to its kids programming with daily episodes of *Digimon* and *Medabots*, and weekend airings of *Beyblade* and *Shinzo*.

Digimon: Weekdays 7 & 7:30 a.m.
Medabots: Weekdays 8:30 a.m.
Beyblade: Sat. & Sun. 7 & 9 a.m.
Shinzo: Sat. & Sun. 7:30 a.m.

ACTION CHANNEL

Action Channel is the home of *Animidnight*—uncut, commerical-free anime airing Fridays at midnight. Offerings include *3X3 Eyes*, *Ghost in the Shell* and *Akira*. Go to www.actionmoviechannel.com for the most up-to-date listings.

GHOST IN THE SHELL

CARTOON NETWORK

The wait is over! On September 16, the new season of *Dragon Ball Z* starts. *Inu-Yasha* should be appearing soon as well—stay tuned!

HAMTARO

Toonami: The Ham-ham gang starts us off with *Hamtaro* at 4 p.m. on weekdays, then *Zoids*, *G Gundam*, and *Powerpuff Girls*. Then at 5 p.m., double your pleasure with *Dragon Ball* and *Dragon Ball Z*.

Midnight Run: Can't sleep? Check out *Dragon Ball* at midnight, followed by *DBZ*.

Adult Swim Saturday: Starting Saturday nights at 11 p.m., anime bliss. *Yu Yu Hakusho*, *Cowboy Bebop*, *Gundam: 0083*, the original *Mobile Suit Gundam*, *Outlaw Star* and *Pilot Candidate*. Stock up on your caffeine.

Super Saturdays: From 2-4 p.m., a week's worth of *Dragon Ball Z*.

FOX KIDS

4Kids Entertainment has taken over Fox Kids Saturday mornings with the Fox Box, starting Sept. 14. Check out the article for the big news!

Kirby: Sat. 9 & 11 a.m.
Kinnikuman: Sat. 9:30 & 10:30 a.m.
Ultraman Tiga: Sat. 8:30 & 10 a.m.

DRAGON BALL Z

INTERNATIONAL CHANNEL

Uncut anime, in the original Japanese with English subtitles. A hardcore otaku's dream come true.

Dragon Ball Z: Wed. 9:30 p.m. & Sun. 10:30 p.m.
Slayers: Wed. 10 p.m. & Sun. 11 p.m.

YU-GI-OH!

KIDS WB!

Yu-Gi-Oh! returns for its second season with brand-new episodes! Plus, check out *Pokémon*'s all-new season, *Pokémon: Master Quest*! Go to www.KidsWB.com for the latest airtimes.

Pokémon: Mon.-Fri. 4 p.m.
Yu-Gi-Oh!: Mon.-Fri. 3:30 p.m.; Sat. 10 & 10:30 a.m.

SHOWTIME BEYOND

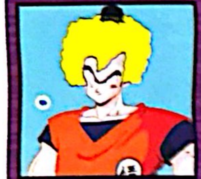
You'll have to hunt through www.sho.com for airtimes, but Showtime Beyond airs uncut episodes of *Fist of the North Star* and *Dirty Pair* several days a week. ■ CM

Scanned with CamScanner

HAIR APPARENT

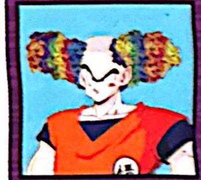
THE EVOLUTION OF SUPER SAIYAN HAIRSTYLES

When *Dragon Ball Z*'s Goku kicks it into high gear, Z-fans know that his funky black 'do is replaced with even funkier golden locks. We went hunting for the origin of this now famous hair, and found Yoshi Timamura, Japanese hair stylist extraordinaire. Timamura was hired to design Super Saiyan Hair, and though he came up with many concepts, only one was chosen. Through his early designs, Timamura showed us the Saiyan hair that might have been.



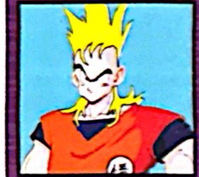
THE FUNKY FRESH

"The first design. They wanted Goku to be cooler in Super Saiyan mode than he was normally, so I went with the epitome of cool. Then I was reminded that it was 1997."



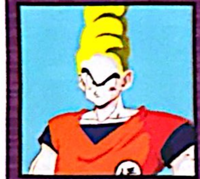
THE RAINBOW

"I wanted this one to be iridescent, to have all the colors, indicating how Goku drew power from all the elements. The bald spot in the middle was to show his incredible virility and power. But for whatever reason, Goku himself shot it down. Sigh."



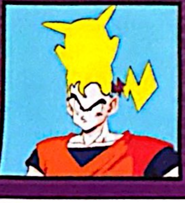
THE MULLET

"I found this unique hairstyle during my travels in America. I thought it gave Goku a certain international flair, but he complained it made him want to listen to John Michael Montgomery. Who's John Michael Montgomery? Even Goku didn't know."



THE HIVE

"After my previous attempts, I decided to just go crazy and try different things out. The beehive was meant to show that Goku, like his hair, should be a "tower of power."But when we did this one, the weight of it almost snapped Goku's neck."



THE 'KACHU

"Ah! Esoteric, functional but beautiful, it is my masterpiece. But then someone at Nintendo beat me with a baseball bat until I changed it. Real art is never appreciated in its own time."

■ Interview by Robert Bricken

NINTENDO POWER

VORACIOUS PINK PUFFBALL DEVOURS SATURDAY MORNINGS

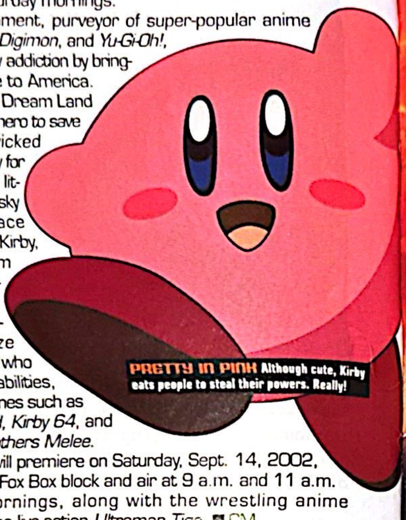
Kirby is the baddest pink puffball you'll ever meet, and he's coming to Saturday mornings.

4Kids Entertainment, purveyor of super-popular anime such as *Pokémon*, *Digimon*, and *Yu-Gi-Oh!*, is pushing an all-new addiction by bringing the *Kirby* anime to America.

The denizens of Dream Land desperately need a hero to save them from the wicked King Dedede. Luckily for them, their savior literally falls from the sky when Kirby's space ship crash lands. Kirby, trapped in Dream Land, fights to protect his new home.

American viewers will recognize Kirby, the pink blob who can fly and copy abilities, from Nintendo games such as *Kirby's Dreamland*, *Kirby 64*, and *Super Smash Brothers Melee*.

The program will premiere on Saturday, Sept. 14, 2002, as part of 4 Kids' Fox Box block and air at 9 a.m. and 11 a.m. on Saturday mornings, along with the wrestling anime *Kinnikuman* and the live-action *Ultraman Tiga*. ■ CM



PRETTY IN PINK Although cute, Kirby eats people to steal their powers. Really!

BRITS GET REVENGE

UK GETS HOT NEW ANIME

MARS ATTA[illegible] n't revolted from England, [illegible] too.

It's not enough that the British pound is [illegible] more than the American dollar. Now the UK's got [illegible] as well.

UK's Sci Fi channel premiered "Saiko-Exc[illegible] day morning anime block at 10 a.m. on July 6. The [illegible] brings two hot properties to those bloody Brits—*Neon Genesis Evangelion* and *Martian Successor Nadesico*.

In *Evangelion*, arguably one of the most popular anime in the U.S., three young warriors and their mecha battle for the survival of Earth in a post-apocalyptic future. *Nadesico*, another smash hit, chronicles the chaos caused by an inept but well-meaning starship crew as they try to save Earth and its extraterrestrial colonies from alien invaders.

Full of mature themes, some animated violence and great animation and stories, there's little chance that these shows will ever get on American TV, at least not without being heavily edited or broadcast on expensive premium cable channels. British otaku, we Americans are as pleased for you as we are jealous. ■ CM

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GUNDAM IS OVER!

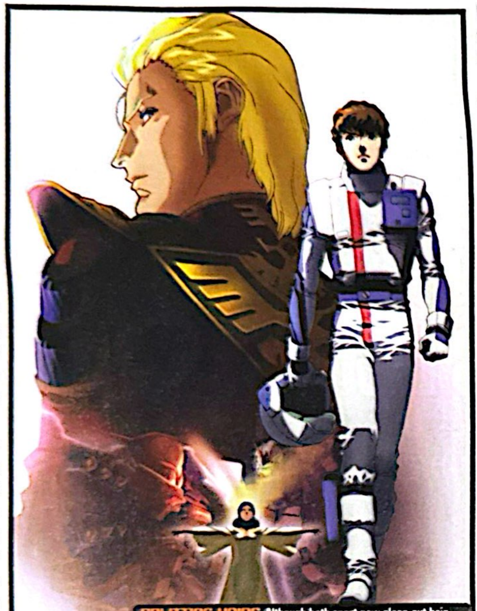
CHAR'S COUNTERATTACK BRINGS MOBILE SUIT GUNDAM TO AN END

Every story has a beginning...and an end. Now U.S. fans of the original *Mobile Suit Gundam* can see the end of the saga that has thrilled the world since 1979.

In the earliest days of *Gundam*, we met hero Amuro Ray and the evil Char Aznable.

In *Char's Counterattack*, which takes place 14 years after the original *Mobile Suit Gundam* series, we see the conclusion of the long-running rivalry between Ray and his nemesis Aznable.

"After years of conflict between Earth and the space colonies, Char has devised a radical solution: by bombarding Earth with asteroids, he will render the planet uninhabitable and force all of humanity to live in space," said Jerry Chu, Marketing Engineer of Bandai Entertainment, the U.S. distributor of all things Gundam. "All that stands in Char's way are Amuro and one small Earth Federation fleet, and now the destiny of the human race will be decided by the final clash between these two Newtype warriors."



SPLITTING HAIRS Although both sport new clean-cut hairdos, Amuro Ray & Char are still obsessed with defeating each other.

Chu continued, "This is the best selling *Gundam* theatrical release ever! Plus the fact that we just released most of the *Gundam* saga on Cartoon Network and *Char's Counterattack* culminates that whole saga and storyline, it just seems like a good thing to release it in theaters and on DVD at the same time."

Although Anime Expo fans got the first look at *Char's Counterattack* on the big screen, Chu promises others will get their chance to see it in a theater near you...soon. "The version of *Char's Counterattack* that is in the theaters [illegible] the Japanese version with English subtitles. [illegible] who want the experience of seeing it on the big [illegible] one available on [illegible] options of English [illegible] viewing," said Chu. [illegible] keep checking the [illegible] site [www.gundam official.com/char] there [illegible] theatrical engagement information there, as well [illegible] important Gundam facts." ■ Jen Contino

THE BUZZ

HAVE YOU HEARD THE LATEST?

KING OF THE LIONS

Slated for theatrical release in 2003 is *Jungle Emperor Leo* from Media-Blasters. Although the film was produced by Tezuka Productions after Disney's *The Lion King* was so successful, it's no rip-off. The original *Jungle Emperor Leo* manga was the basis for *Lion King*.

LABOR RELATIONS

At Anime Expo, Pioneer confirmed that it now has the rights to *Patlabor 3* and that sometime in 2003 this anime will see theatrical release. Directed by Mamoru Oshii, this third installment furthers plots and ideas introduced in the second movie.

ASTROBOY

The full CG Hollywood *Astro Boy* movie is scheduled for release in July 2004, with simultaneous release in Japan and the U.S. The movie will be a joint production of Sony Pictures Entertainment and Jim Henson Pictures, directed by Eric Leighton.

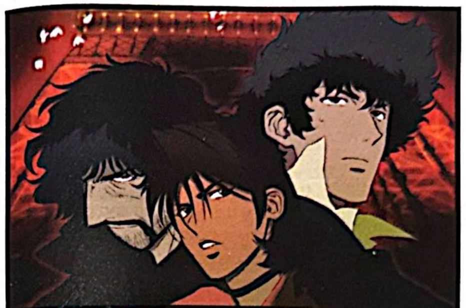
ASTRO BOY

HEAVEN SENT

COWBOY BEBOP ROCKS ONTO BIG SCREENS!

Spike, Faye, Jet and Ed are about to get several times cooler...and bigger. *Knockin' on Heaven's Door*, the Bebop movie released last year in Japan to much acclaim, has been picked up by Columbia Tristar and set for a late 2002/early 2003 release.

The film takes place in-between episode 22 and 23 of the TV series, so all the Bebop regulars star. The film, like the TV show, is set in the Solar system circa 2071.



THREE PIECE SUITE To catch Vincent (left), Spike has to contend with the mysterious Electra...and a deadly virus.

The bounty-hunting crew of the Bebop—former gangster Spike Spiegel, ex-cop Jet Black, sexy gambling addict Faye Valentine and young hacker girl Ed—chase after a soldier-turned-terrorist named Vincent, who plans to release a lethal nerve gas on Mars on Halloween. Complicating the matters is that no one knows what the nerve gas is or how it works, the company that makes the gas will kill to keep it covered up, and not only does Vincent seem to be immune, he's...dead?

Incredibly, Columbia Tristar has secured all the original voice actors for the English dub of the movie. Bandai owns the rights to and the dub of the *Bebop* television series (still airing on Cartoon Network), but Columbia re-enlisted the cast after receiving numerous fan petitions.

The English dub of *Cowboy Bebop: Knockin' on Heaven's Door* premiers at the Big Apple Anime Fest, held in New York City from August 30 to September 2. Helping to celebrate the premiere will be *Bebop*'s director Shinichiro Watanabe, character designer Toshihiro Kawamoto and the series' legendary musical composer (and the basis for Ed's character), Yoko Kanno. But if you don't live in the New York area, never fear; 2003 is just around the corner... ■ Robert Bricken

COMING SOON?

U.S. RELEASES? PERHAPS...

There's a lot of anime rumored to be on its way to the Japanese silver screen in 2003. Here are the ones we think will find a home and welcome audience.

STAR BLAZERS

Considered by some to be the ultimate space opera, this animated series by Leiji Matsumoto consisted of three different [illegible] series and five movies. The series enjoys international recognition and is rumored [illegible] in production for a Summer 2003 release.

ARRR! BLAZERS Is the *Yamato* back?

BLAME

Manga-ka Nihei Tsutomu created an underground sensation with his dark series, *Blame*. Originally appearing in *Afternoon Mangabon*, the adventures of Killy, a superhuman killing machine searching for the Net Terminal Gene, are fresh, exciting and adventurous with just the right mix of sci-fi, danger and action to appeal to a variety of fans.

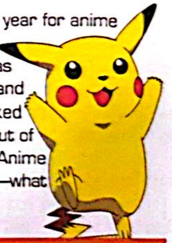
GHOST IN THE SHELL II: MAN-MACHINE INTERFACE

Since *Ghost in the Shell* did so well across the U.S. and in its home country, Japan, it's almost a no-brainer that part two of Masamune Shirow's saga will make it there. U.S. fans are eagerly awaiting the manga debuting from Dark Horse in October, but Japanese fans shouldn't have long to wait to see the anime. *Ghost in the Shell II: Man-Machine Interface* is rumored to be in production for a spring 2003 release. ■ JC

HOME BOX OFFICE

ANIME FALLS PREY TO SPIDEY AND STAR WARS

So far, 2002 hasn't been a big year for anime in Japan. Massive big-name movies from the United States such as *Spider-Man*, *Attack of the Clones* and *Lord of the Rings* long ago knocked anime out of theatres, with most out of the top 10 by the end of spring. Anime only recently made a comeback with—what else?—a *Pokémon* film. ■ JC



TOP FIVE ANIME FILMS IN JAPANESE THEATERS 2002

TITLE	WEEKS IN TOP 10	WHEN IT LEFT THE TOP 10
Spirited Away	37 weeks in top ten	March 31
Toei Spring Anime Fair	6 weeks in top ten	Apri 7
Doreamon	6 weeks in top ten	April 14
Meitantei Conan	6 weeks in top ten	May 27
Crayon Shin-Chan	3 weeks in top ten	May 3

HAIL TO THE KINGDOM

THE WORLDS OF DISNEY AND FINAL FANTASY COLLIDE IN *KINGDOM HEARTS*

The magical world of Disney is under attack! Monsters have invaded not just the realm of Mickey Mouse, but everything from *The Little Mermaid's* Atlantica to *Tarzan*'s Jungle to *Nightmare Before Christmas*' Halloween Town! And no one can save them but...*Final Fantasy*?

In what's sure to be one of the most bizarre video games ever, Square—the folks behind all the Final Fantasy series—have teamed up with Disney to make the ultimate action role-playing video game—*Kingdom Hearts*.

Here's the deal. Sora, a young boy, is separated from his friends Kairi and Riku when a storm hits his island. Awaking in a strange new world, he meets Court Magician Donald Duck and Goofy, Captain of the Royal Guard. They are looking for King Mickey (yes, as in the Mouse), who has disappeared just when the monstrous Heartless have invaded. Plus, Queen Maleficent (from *Sleeping Beauty*) is organizing the other Disney villains (like Captain Hook and Jafar!) for her own diabolical scheme during King Mickey's absence.

So Sora, Donald and Goofy travel through over half a dozen Disney movies, getting helped by everyone from Jiminy Cricket to Aladdin. But it's not just Disney—various pals from *Final Fantasy VII*, *VIII* and *X* make cameo appearances, included Squall and Selphie, Tidus and Wakka, and most importantly, *FFVII*'s Aeris! She lives!

The madness doesn't stop there—like the Final Fantasy series, Sora and crew can summon monsters to help them in their battles...but this time, you can summon *The Lion King*'s Simba to maul your enemies, or ask Bambi to come and heal you!

Pulling out all the stops, Square and Disney have enlisted an all-star cast to voice the game: Sora will be voiced by none other than *The Sixth's Sense*'s Haley Joel Osment. Other voices will be supplied by *Lord of the Rings*' Sean Astin, *Angel*s David Boreanaz, Mandy Moore and N*Sync's Lance Bass.

Winning the Best Game of E3 from IGN, the gameplay is no slouch either. *Kingdom Hearts* is full of mini-games, and Sora will have to climb, fly, swim and fight his way through the various Disney levels. Since it's an action-RPG, battles are real-time, but the other players—like Donald and Goofy—fight on their own. Even though there's no Final Fantasy this year, you can get your fix Disney-style when *Kingdom Hearts* hits PS2's this September. ■ Robert Bricken

SORA

WILD KINGDOM! Tarzan swings Sora & Donald's way, while Hades cheers Cloud.

BITS OF BYTES

THE LATEST WORD ON GAMING

ASTRONOMICAL

Excellent news from the Sega camp: They've nabbed the rights to Osamu Tezuka's works. A 7-year agreement, it gives the publisher options to create videogame adaptations based on Kimba the White Lion and Astro Boy, among other properties. No titles have been announced as of press time.

DARN IT TO .HACK

Anime gamers must pick up *.hack* from Bandai this October. Part one of a four game series, it tells the story of Kite as the online RPG he plays goes awry. You can pick English or Japanese voices, and each game comes with an exclusive .hack anime DVD. The only way to see the anime is buy the games!

A LEGEND IS BORN

Good news for content-starved PlayStation 2 owners; *Dragon Ball Z: Legendary Super Warriors* is coming! A fully 3-D fighter based on the series up through the Namek saga at least, you'll be able to play as Goku, Krillin, Tien, Vegeta, Yamcha and more, thanks to Infogrames. ■ CC

ASTRO BOY

.HACK

STEEL SOLDIERS

ROBOTECH: BATTLECRY INVADES CONSOLES

It's been nearly two decades in coming, but it's finally here! Launching for GameCube, PlayStation 2 and Xbox, *Robotech: Battlecry* bring hot transforming jet/robot action this fall.

Cast as ace fighter pilot Jack Archer, you'll guard Earth's metropolises alongside familiar faces such as Roy Fokker, Lisa Hayes and Rick Hunter who also aid in the struggle against the Zentraedi, the invading aliens bent on capturing the SDF-1 spaceship. Your weapon of choice: the Veritech Fighter. Part bipedal robot, part fighter jet, the conveyance offers combat and transportation options depending on its state of metamorphosis. Eight objective types challenge players, demanding you succeed at everything from search-and-destroy to escort assignments, which take place both in orbit and across crowded cities

Hardcore Robotech fans will have found their biggest dream come true—almost all the original voice actors have returned for the game. Even the music used is the same from the Robotech cartoon that aired over 15 years ago. You can find out whether that includes Minmei songs this fall. ■ Scott Steinberg

ZENTRAEDI PODS! LOOK OUT!

HOT TIPS

SECRETS FOR GAMERS ONLY

Dragon Ball Z: The Legacy of Goku (GBA) Powerful is good, invincible better. Render yourself invulnerable by seeking out an enemy that shoots Kai beams. Get hit with one while flying and land while the fly meter's still running. Now, you'll be untouchable until R2 is hit or you switch areas.

Mister Mosquito (PS2) Surprise—there's a hidden two-player mini-game! To access it, hold start and select on controller number two after powering up. Or hold L2 and steadily rotate the right analog stick in a clockwise motion. Voila... instant multiplayer madness.

Guilty Gear X (PS2) What good are alternate costumes if they're hidden to the naked eye? Not much, that's for sure. Unlock those suckers by pressing start or select during character selection to see fifth and sixth color choice possibilities. ■ SS

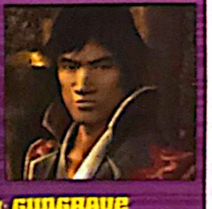
MR. MOSQUITO

RELEASE SCHEDULE

WE PICK 'EM, YOU PLAY 'EM

9/4: CASTLEVANIA: HARMONY OF DISSONANCE (Konami); Game Boy Advance
Drac is back! Thankfully, so are the Belmonts. Newcomer Juste tries his hand at rescuing childhood friend Lydie and foiling the vampire's plans. An all-new adventure from the team behind the PlayStation cult classic Symphony of the Night.

9/15: ONIMUSHA 2 (Capcom); PlayStation 2
A feudal Japanese-flavored spin on *Resident Evil*. As a samurai with a soul-sucking blade, fend off rampaging demons and their master, the evil warlord Nobunaga. Gorgeous and gory... but for mature audiences only.



9/17: GUNGRAVE (Sega); PS2
Designed by Yasuhiro Nightow, creator of *Trigun*, Gungrave follows a heavy-armed, undead assassin as he kicks serious butt in this super-stylish, hyper-action shooter. You have infinite ammo, but there are even more enemies...

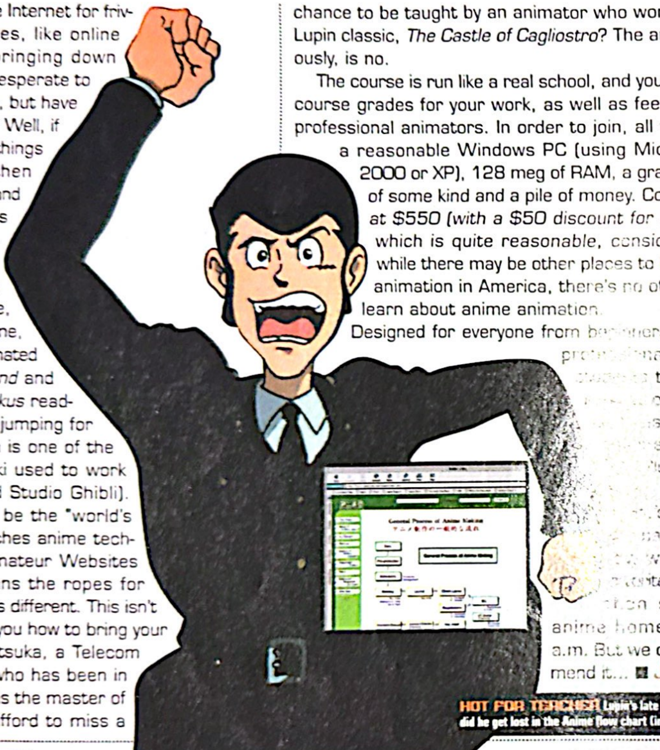
10/1: YU-GI-OH! THE IMMORTAL DUELIST SOUL (Konami); Game Boy Advance
For diehard fans of the official Trading Card Game. Build decks, trade with friends and enjoy head-to-head duels. Hot tip for collectors: The game comes packed with three exclusive Trading Card Game cards.

10/29: GODZILLA: DESTROY ALL MONSTERS MELEE (Infogrames); GameCube
Oh yeah! Godzilla, Ghidorah and Mothra band together to throw the ultimate throwdown. Fourteen monsters, eight cities to scrap in, hand-to-claw and long-range fighting all in one—buildings will crumble!

11/1: PANZER DRAGOON ORTA (Sega); Xbox
Fly high on your dragon and shoot straight to defeat the evil Empire, and the million bad guys chasing you. Fight as if your life, or just access to the sweet Memorabilia Gallery, depended on it. ■ CC

GET SOME CLASS

ANIME-JUKU WANTS TO TEACH YOU HOW TO ANIMATE ONLINE!



HOT FOR TEACHER Lupin's late for class—did he get lost in the Anime flow chart (inset)?

Tired of using the Internet for frivolous enterprises, like online auctions and bringing down major corporations? Desperate to create your own anime, but have no idea where to start? Well, if the animation side of things is what you're into, then turn on your computer and turn your browsers over to www.anime-juku.com.

Anime-Juku is an online animation course, offered by Telecom Anime, the company which animated *Lupin III*, *Sherlock Hound* and *Future Boy Conan* (*otakus* reading this article may be jumping for joy now, since Telecom is one of the studios Hayao Miyazaki used to work for before he founded Studio Ghibli). Anime-Juku claims to be the "world's first Website that teaches anime techniques." Of course, amateur Websites have been showing fans the ropes for years, but Anime-Juku is different. This isn't any old shlub teaching you how to bring your anime to life. Yasuo Otsuka, a Telecom Anime lead animator who has been in business since 1958, is the master of this school. Can you afford to miss a chance to be taught by an animator who worked on the Lupin classic, *The Castle of Cagliostro*? The answer, obviously, is no.

The course is run like a real school, and you will receive course grades for your work, as well as feedback from professional animators. In order to join, all you need is a reasonable Windows PC (using Microsoft 98, 2000 or XP), 128 meg of RAM, a graphics tablet of some kind and a pile of money. Courses start at $550 (*with a $50 discount for beginners*), which is quite *reasonable*, considering that while there may be other places to learn about animation in America, there's no other way to learn about anime animation.

Designed for everyone from beginners up to the professional, it allows students to tackle all [illegible] of animation, [illegible] instruction in Japanese or English. Plus, since it's [illegible] Internet, [illegible]'s no reason you can't spend all day watching your favorite anime, and then start your anime homework at 2 a.m. But we don't recommend it... ■ Joe Curzon

ON SCREEN

OFFICIAL WEBSITES EVERY OTAKU NEEDS

EVANGELION DEATH & REBIRTH
www.DeathAndRebirth.com

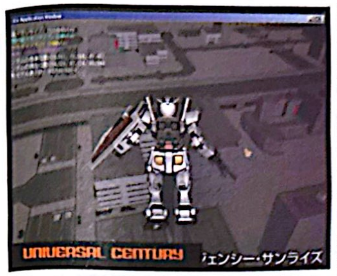
The official movie Website for the first of the Evangelion movie saga contains a plot synopsis, character profiles, sneak peeks and trailers and some nifty Evangelion wallpaper for your desktop too! Take care though, this site contains spoilers for those who haven't seen the whole TV series yet.

AKIRA	www.akira2001.com
BLOOD	www.bloodthemovie.com
BLUE GENDER	www.bluegender.com
CARDCAPTORS	www.clowbook.com
COWBOY BEBOP	www.cowboybebop.com
DIGIMON	www.foxkids.com/tvshows/digimon/
DRAGON BALL	www.dragonball.com
DRAGON BALL Z	www.dragonballz.com
ESCAFLOWNE MOVIE	www.escamovie.com
EVANGELION	www.gainax.co.jp/anime/eva/evaindex-e.html
FURIKURI	www.gainax.co.jp/flcl/index-e.html
FUSHIGI YUGI	www.viz.com/products/series/fushigiyugi/
GHOST IN THE SHELL	www.manga.com/ghost/ghost.html
GUNDAM	www.gundamofficial.com
IRRESPONSIBLE CAPTAIN TYLOR	www.tylor.com
JIN-ROH	www.jin-roh.net
METROPOLIS	www.metropolis-movie.com
PERFECT BLUE	www.perfectblue.com
POKEMON	www.pokemon.com
STREET FIGHTER ALPHA	www.streetfighteralpha.com
TENCHI MUYO	www.tenchitv.com
X THE MOVIE	www.manga.com/x_x/
YU YU HAKUSHO	www.yuyuhakusho.com

And if you need a translation service to check out any Japanese sites, visit: www.excite.co.jp/world/url/
Plug in the address, hit the second radio button and then hit go! ■ JC

GUNDAM ONLINE

ANIME ON THE WEB IS SPREADING LIKE A VIRUS



Need a Massive Multiplayer Online Role-Playing Gaming change of pace? How does piloting a giant robot sound? *Universal Century* (http://www.universalcentury.net/index_en.html) is an upcoming MMORPG set in the Gundam universe, at the beginning of the One Year War. From the developer Dimps, it will be for PCs, and up to 160,000 Feddies or Zekes can play at once!

Players start off as residents of Earth and choose if they want to fight for the Earth Federation or the Principality of Zeon. You don't automatically start off as a young rookie Gundam pilot, however; you have to decide a career path. You could become a doctor, a farmer or a merchant while trying to survive the epic conflict. But we know everyone just wants to pilot the RX-78. Well, no release date has been announced, so keep your boosters on. ■ JC

HANGING 10

WHERE ANIME BIGWIGS SURF ONLINE

MAKOTO SHINKAI

OCCUPATION: Anime Director
MAJOR WORKS: *The Voices of a Distant Star* and *She and Her Cat*
HOMEPAGE: Other voices http://www2.odn.ne.jp/~ccs50140/

VOICES OF A DISTANT STAR

For creating anime work, Shinkai-san relies on Google. "I use Google to reference technical terms and words and Google image search for visual reference. (http://www.google.co.jp)." Besides referencing, he also likes to see what people are saying about his creations, so he checks out 2Channel, Japan's largest BBS. "I enjoy watching the BBS threads regarding my work," admits Shinkai-san. "Both positive and negative responses help me improve." (http://www.2ch.net/) Shinkai-san also likes watching animation while online at MZTV. "They have a preview of *The Voices*," he says. "I enjoy watching the various types of animations available." (http://www.mangazoo.com/mztv/) ■ Jennifer Contino

COMMERCIAL
MZTV

DANGER DANGER

WHATEVER YOU DO, DO NOT CHECK OUT THESE WEBSITES

CUTE, BUT DEADLY

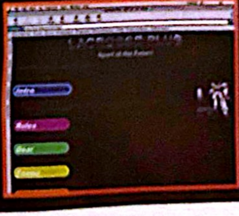
http://www.alpha-net.ne.jp/users2/chack/gloomy.00.html

He make look adorable, but donít get too close. Gloomy Bearís website is chock-full of images of the huge, pink bear horrifically mauling the little blond boy who found him. At least, we think thatís whatís happening. The page is in Japanese and itís hard to tell. Either way, itís definitely one to be avoided at all costs!

BLOODSPORT OF THE FUTURE

http://www.fiction.org/www/lplus/

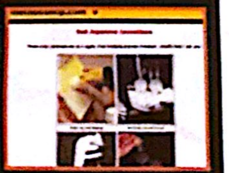
Lacrosse is a quite a popular game for stuck up college kids, but in the year 2046 its popularity has also spread to Canadians with giant robots. The rules to Lacrosse Plus are quite straightforward, but beware: itís a very dangerous game. You do need a YF-19 to play after all!



MOTHERS OF INVENTION

http://www.methodshop.com/fun/Bad-Inventions/

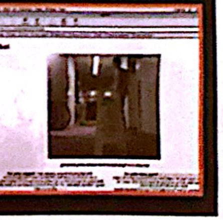
Beware! Contained within youíll find strange Japanese inventions that will have you questioning the sanity of not only the Nipponese, but the entire human race. Surprisingly, a lot of them have to do with keeping yourself from falling over when you sleep on the subway.



YATTA!

http://www.mit.edu/people/patil/yatta.html

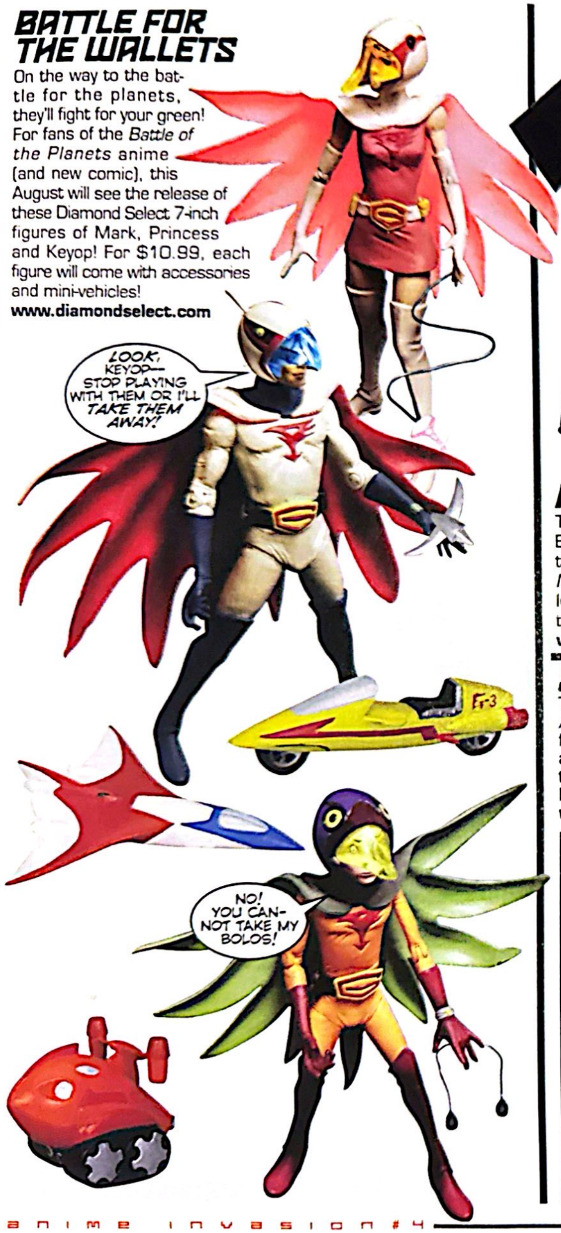
Whatever you do, donít go to this site, unless you enjoy watching a bunch of Japanese men prance around wearing only leaves and singing an infectiously catchy pop song. Originally a sketch on a popular Japanese TV show, Yatta has taken on a life of its own on the internet. You have been warned! ■ JC



BATTLE FOR THE WALLETS

On the way to the battle for the planets, they'll fight for your green! For fans of the *Battle of the Planets* anime (and new comic), this August will see the release of these Diamond Select 7-inch figures of Mark, Princess and Keyop! For $10.99, each figure will come with accessories and mini-vehicles!

www.diamondselect.com


LOOK, KEYOP— STOP PLAYING WITH THEM OR I'LL TAKE THEM AWAY!
NO! YOU CANNOT TAKE MY BOLOS!
F-3

NEON GENESIS
EVANGELION

NERVS OF STEEL

This front-image T-shirt features an image of EVA units in the [illegible] the big eyes of their pilots looking [illegible] ound with the *Neon Genesis Ev*[illegible] how your loyalty to NERV [illegible] sty pilots with this $16.95 tee [illegible] om.

www.fashionvi[illegible]

SAILOR [illegible]

This imported C[illegible] e *Memorial Album* series, [illegible] on of tracks from the *Sailo*[illegible] oon at while adjusting your [illegible] *ever* underestimate the power [illegible] s and scouts. Never. $44.99

www.diamondcom[illegible]**.com**

COCX-30780
Memorial Album of The Musical 8
Pretty Soldier
SAILORMOON
セーラームーン
HA-CHA!

FEELING 'BLUE'

In 2031, evil bugs have nearly destroyed the Earth. Support the heroes fighting back with these two *Blue Gender* wall scrolls! Featuring the Trio and Yugi and Marlene, respectively, these Great Eastern wall scrolls won't hurt your pocketbook at $17.99 each!

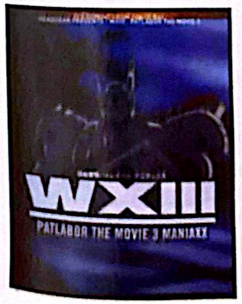
www.funimation.com

BLUE GENDER

MAKE MINE MAJIN

Wanna be evil, but don't have *time* to serve an evil sorcerer and destroy your friends to get the nifty forehead tattoo? Then try this awesome hat only available from the official Dragon Ball Z online store. Guaranteed to make you the envy of all those poor, deluded fools who still foolishly serve the forces of good. $10.95

www.zstore.com


WXIII
PATLABOR THE MOVIE 3 MANIAXX

GLORIOUS 'LABOR'-IOUS

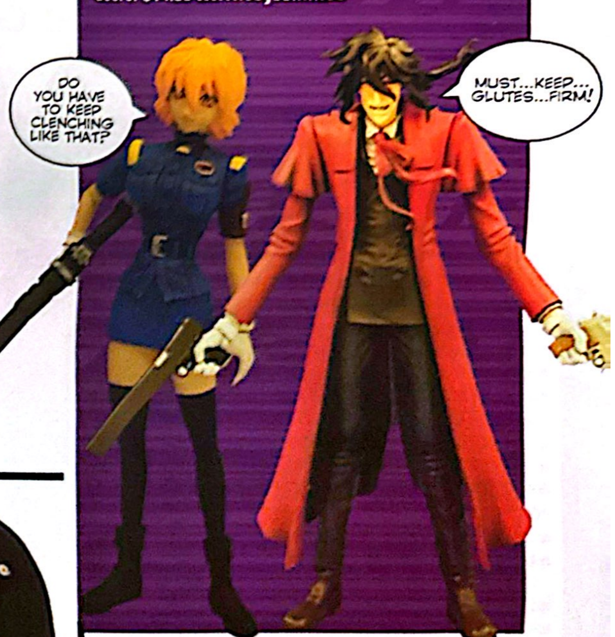
This book provides fans with the ultimate visual tour of the world of the *WXIII Patlabor The Movie 3 MANIAXX* film. Featuring images from the films and concept sketches, this book comes at you in its original Japanese text from importer Diamond for $27.99.

www.diamondcomics.com

HOT PICK

HELLSING ACTION FIGURES

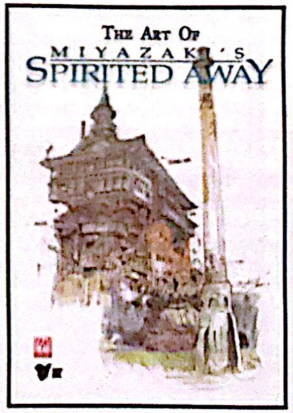
Help banish impure souls to eternal damnation with your own exciting *Hellsing* adventures, thanks to these new 7-inch figures imported by ToyCom. Choose from powerful vampire Arucard or demon task force member Seras Victoria, each with weapons and accessories to deal with undead evil-doers! $14.99 www.toycom.net


DO YOU HAVE TO KEEP CLENCHING LIKE THAT?
MUST...KEEP... GLUTES...FIRM!

SPIRIT DAY

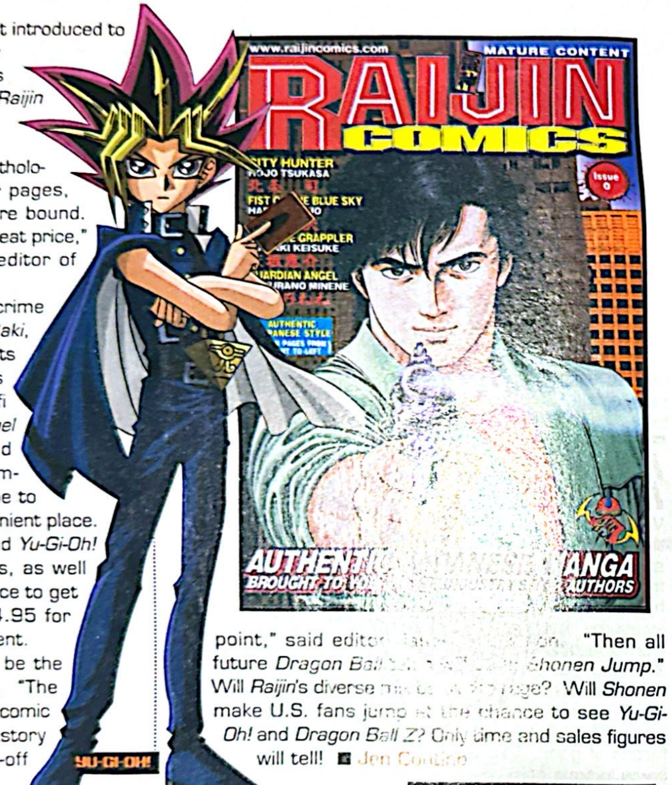
What doesn't this art book have? We don't know. It's got color stills, sketches, storyboards, illustrations, production notes and even an English-language script to the movie! Whew. Take the magic of the Miyazaki masterpiece home with this *Art of Spirited Away* tome for $34.99. Just don't let your parents turn into pigs.

www.viz.com


THE ART OF
MIYAZAKI'S
SPIRITED AWAY

ANTHOLOGY POTPOURRI

DBZ AND YU-GI-OH! GET SERIALIZED



This November, U.S. readers will get introduced to two exciting new manga anthology series! Gutsoon! Entertainment has the U.S.'s first weekly manga anthology, *Raijin Comics*, and Viz is publishing popular manga staple *Shonen Jump*.

"*Raijin Comics* is similar to Japanese anthologies: weekly, black and white with color pages, reads right-to-left, 220-250 pages square bound. Basically big manga entertainment for a great price," enthused Sam Humphries, consulting editor of *Raijin Comics*.

Raijin features *City Hunter*, an urban crime drama with a romantic edge, *Grappler Baki*, lauded as the most accurate martial arts manga ever, *Slam Dunk*, a serial that's *Dawson's Creek* meets the NBA, the sci-fi action tale *Bomber Girl*, and *Guardian Angel Getten*, a blend of fantasy, humor and romance in a wild boy-meets-girl-from-another-dimension story, the editors hope to attract fans of all genres to this one convenient place.

Shonen Jump features *Dragon Ball* and *Yu-Gi-Oh!* as headliners. Viz hopes their audiences, as well as entire new ones, will jump at the chance to get these stories due to the affordable ($4.95 for 250 pages) nature and boy-centric content.

Plus, in November *Shonen Jump* will be the only place for DBZ fans to get their fix. "The August-October issues of the *DBZ* monthly comic will all be oversized in order to get the story to what we consider to be a good cut-off point," said editor [illegible]. "Then all future *Dragon Ball* [illegible] *Shonen Jump.*" Will *Raijin*'s diverse [illegible] page? Will *Shonen* make U.S. fans jump at the chance to see *Yu-Gi-Oh!* and *Dragon Ball Z*? Only time and sales figures will tell! ■ Jen Contino

QUICK READS

PAGE TURNIN' NEWS CLIPS

HAUNTING OCTOBER

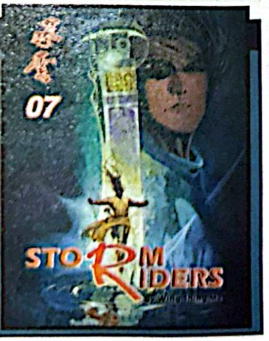
According to Studio Proteus, Masamune Shirow is almost finished reversing and reformatting the pages of his *Ghost in the Shell 2* manga for the Western market. Studio Proteus now hopes to be able to premier the comic series in America in October. For more details and behind-the-scenes info, see our interview with Masamune Shirow on page 20.

EVERYBODY KUNG FU FIGHTIN'

ComicsOne is expanding its Kung Fu line to five titles this September. Already on tap are Wing Shing Ma's *Storm Riders*, *Heaven Sword and Dragon Sabre*, and Tony Wong's *Weapons of the Gods*, *The Legendary Couple*, and *Mega Dragon and Tiger: Kung Fu Action Comics*. Read more about this new line at www.comicsone.com.

LACROSSE THE UNIVERSE

CPM Manga is looking to release a popular manga series about little girls chosen to defend their school from an alien invasion, in mid-2003. Sporting rollerblades, lacrosse rackets and symbiotic helmets that protect them, these girls are dressed to the *nines*! Stay tuned for more info. ■ JMC



SHUUJO SANDMAN?

DC'S VERTIGO GOES MANGA

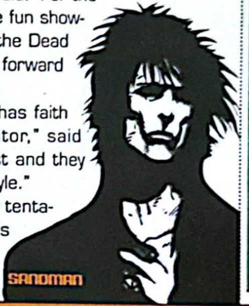
Sandman, a staple of DC Comics' Vertigo mature readers line, has never been manga-ized…until now.

Artist/writer Jill Thompson is busy at work on a manga featuring the Endless, characters from Neil Gaiman's *Sandman* comic. The new manga miniseries takes place during the "Season of the Mists" story line, when Lucifer gave up his role as ruler of Damnation to a reluctant Sandman. "Dream's sisters, Death, Delirium and Despair, decide to throw a party for Hell's misplaced dead," said Project Editor Shelly Bond, "while the Sandman decides what to do with his new responsibility."

Gaiman managed to give Thompson a few ideas. "I suggested to Jill that the story take place during *Sandman: Season of Mists*," Gaiman said. "For the rest of it, she gets to have fun showing what happened when the Dead came back. And I'm looking forward to reading it."

"I'm flattered that Neil has faith in my abilities as a creator," said Thompson. "I love the cast and they look great in the manga style."

The 192-page project, tentatively called *Death Manga*, is scheduled for Summer 2003. ■ JMC



MANGA BY THE NUMBERS

330,000	Number of participants in Comiket, the Japanese comic market for doujinshi.
16,000	The number of attendees at the U.S. Anime Expo convention
545	Pages in the Anime Encyclopedia
850	Pages in the World Encyclopedia of Cartoons
1060	Number of pages the Nausicaa saga is.
368	Number of pages DC Comics' Crisis on Infinite Earths saga is.
4	Number of members of anime and manga singing sensations and assassins Weiss Kreuz
5	Number of members of the Backstreet Boys, whom we wish Weiss Kreuz would have an "engagement" with.

WHAT'S THE DIFFERENCE

CARD CAPTOR SAKURA : THE MANGA VS THE ANIME

Sakura and her friends must recapture the powerful Clow Cards before death, destruction and unnatural disasters befall the world.

But if you're just "catching" Sakura with the Pioneer videos or WB TV series, or just reading her adventures in TokyoPop's manga, you're not getting the whole story!

IN THE BEGINNING

The story begins in the manga with fourth-grader Sakura having already become the Card Captor.

The anime starts with Sakura becoming the Card Captor after hearing a noise in the basement, finding the Clow book, opening it, reading the name of the first Clow Card "Windy", and unknowingly releasing all the cards. She captures her first Clow Card in episode one.

IN THE CARDS

There are 19 Clow Cards in the manga, both male and female. There are 37 Clow Cards are in the anime and all are female.

In the anime Earthy is the last Clow Card to be captured.

In the manga Fiery is the last Clow Card to be captured.

MORE THAN FRIENDS?

In the manga there is more emphasis on Touya/Yukito's "friendship" with even more hints that they are a lot more than friends.

In the anime they aren't as "intimate" as the manga. The two have separate bikes. They kid good-naturedly and there is hardly any touching or meaningful glances.

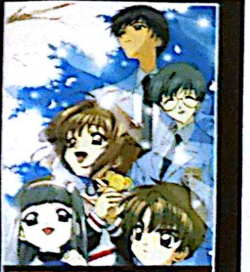
The same with Sakura and Tomoyo. Tomoyo is very affectionate in the manga and makes many references to liking Sakura more than just friends. Sakura is clueless that Tomoyo likes her like that.

But in the anime their relationship is downplayed and the two are more like close sisters and best friends than anything else.

EDUCATING SAKURA

The manga hardly has any installments using the school. School seems to be a minor part of the series.

The anime has tons of episodes revolving around the school with Clow Cards destroying it, possessing students and even ruining Home Ec. classes by making desserts too sweet. ■ JMC


CAPTIVATING Sakura and friends can't decide which is better: The *Cardcaptors* cartoon or comic.

COMING COMICS

MANGA TO WATCH FOR THIS FALL!

SEPTEMBER

ANGELIC LAYER, VOLUME 2 (TOKYOPOP) Twelve-year-old Misaki is a natural at the game of Angelic Layer. She's moved up the tournament ladder in just a few weeks, but will she be able to kick butt in round 2? CLAMP $9.99

ASTRO BOY VOLUME 7 TP (DARK HORSE MANGA) After lying buried during the Vietnam War, Astro is discovered and revived many years later in a time when robots are worked like slaves and discarded like broken toys. Osama Tezuka and Frederik L. Schodt $ 9.95

BATTLE ANGEL ALITA: LAST ORDER, PART 1 #1 (VIZ) Reborn in a strange place with a new body, Alita must remember her old identity and face the very masters of the world! Yukito Kishiro $2.95

BLADE OF THE IMMORTAL #72: BEASTS PART 7 (OF 7) (DARK HORSE MANGA) Learn how Hyakurin came to be the killer she is today and other secrets as more of her past is revealed in this pivotal issue. Hiroaki Samura and Studio Proteus $2.99 MATURE READERS

BRIDE OF DEIMOS # 1 (COMICSONE.COM) What happens when a demon looking for his long lost love falls in love with a high school girl? Yuuho Ashibe $9.95

ETERNAL IMAGE VOLUME 1 # 3 (CURTIS COMICS) 100 boys and girls comprise the Centurion System...what happens when the Centurion System is annihilated and then one member resurrected? Miro $2.95

FRONTIER LINE (CPM MANGA) Civil war erupts on Sodom, and the only way to survive is by using the mechas abandoned by a mysterious alien race. Can the two sides find common ground or will they destroy each other? $15.95

HYPER DOLLS VOLUME 2 (STUDIO IRONCAT L.L.C.) The Hyper Dolls must first defeat the Were-Cree, a giant crow with strange powers and a bad attitude. Shimpei Itoh $15.95

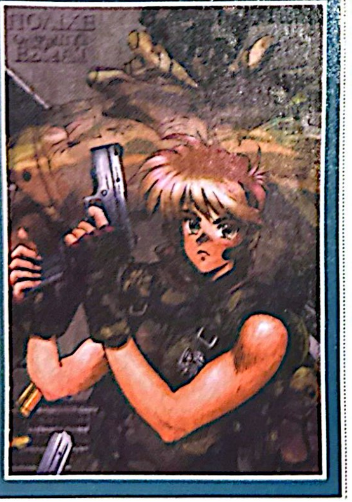
HOT PICK

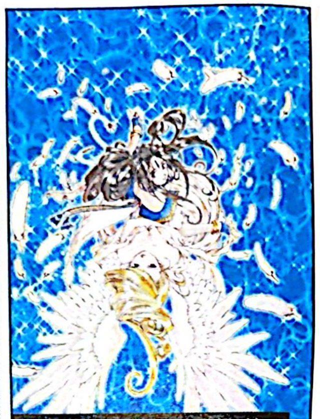
SUPER MANGA BLAST! #25

(Dark Horse Comics) various creators $5.99

WHY IT'S COOL *Super Manga Blast* is the ultimate US manga buy around! Where else can you get 128 pages of hot, fresh titles for an unbelievable price of U.S. $5.99? *SMB* contains some of the best manga in publication: *Club 9*, *Shadow Star*, *Seraphic Feather*, *What's Michael*, and *Appleseed*, to name a few! Each issue contains five different series and always leaves readers begging for another manga fix.

IN THIS ISSUE *Shirow* is back!! Masamune Shirow, (*Ghost in the Shell*) is back with fan-favorite *Appleseed*, featured exclusively here! Yes, Deunan and Briareos are back again for a year in the never-before-published-in-America *Appleseed Hypernote*. Also included are Shirow's sketches and specs of the many landmates, robotic weapons, and cityscapes from the series. Plus in this issue are *Club 9*, *Shadow Star*, *Seraphic Feather* and *What's Michael* installments. ■ JMC





BIRD MAN! In times of trouble, Red Hawk beats up enough people that everything turns out okay.

ISLAND, VOLUME 5 (TOKYOPOP) When a busload of Japanese tourists meets a gruesome death, Miho and her new [illegible] friends know the Skull's are [illegible]? In-Wan Youn and Kyung-Il [illegible]

LEGENDARY [illegible].COM) Set in the [illegible] ancient China, this [illegible] han, Yang Guo, [illegible] ugnu. Louis Cho [illegible]

MOON [illegible] ICS) Three girls born [illegible] exact same time fight [illegible] to widen their lunar territory. [illegible] READERS

OH MY GODDESS! #99 LEARNING TO LOVE PART 3 (OF 3) (DARK HORSE COMICS) Banpei continues his courtship of the "welcome" girl, recently rebuilt into a robot by Skuld. And in order for Banpei to even be friends, he's gonna have to help her ascend from the depths of her own self-doubt. Kosuke Fujishima; produced by STUDIO PROTEUS $3.50

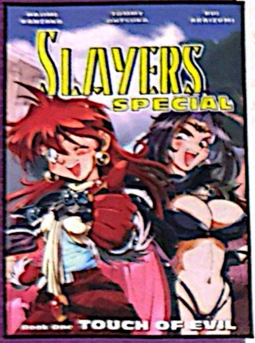
PROJECT ARMS, PART 1 #1 (VIZ) What do mysterious incidents have to do with high school student Ryo Takatsuki's right arm which, since an operation in kindergarten, has been able to heal at a miraculous rate? Ryoiji Minagawa $3.25

IF IT'S HOT, YOU'LL FIND IT HERE.
ToyWiz.com
Marine Force Recon
POWERS Who Killed Retro Girl?
DIGIMON
SUPER SAIYAN TRUNKS
TOYWIZ.COM TOYWIZ.COM TOYWIZ.COM TOYWIZ.COM TOYWIZ.COM TOYWIZ.COM
DRAGONBALL
POKÉMON
DIGIMON
ty
MAGIC The Gathering

GETTING TO KNOW

TOMMY OHTSUKA

Tommy Ohtsuka, creator of *Slayers*, has got entertainment in his blood. If the co-founder of Studio Zombie wasn't creating manga, this energetic artist believes he would've pursued a career as an actor. However, lucky for *Slayers* fans, Ohtsuka found more satisfaction illustrating action rather than waiting for a director to call it!



What made you interested in working on manga? Who are some of your influences?
I've loved drawing pictures since I was very little, but originally I was more interested in filmmaking and acting. I thought it was easier to be creative through manga than through other art forms.

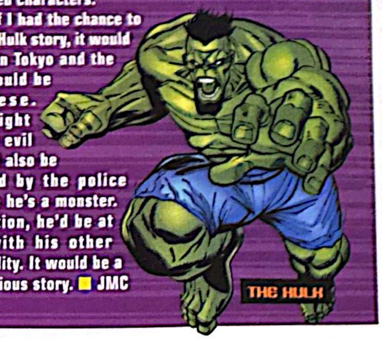
Rumiko Takahashi heavily influenced my drawing style, but it was Katsuhiro Otomo (*Akira*) that inspired me to become an artist. I first saw his work in high school and was surprised by his storytelling ability.

風の谷のナウシカ
NAUSICAÄ
NAUSICAÄ

What are some of your favorite manga?
Nausicaä of the Valley of the Wind is my favorite manga at the moment. Its ending is different from that of the anime. You can really feel Miyazaki's enthusiasm.

A lot of manga-ka are interested in working on U.S. characters. If you had a chance, what would you choose?
I would choose *The Incredible Hulk*. Most American comic characters are tortured because they have two sides to their personality: the normal human side and the transformed figure. I think the Hulk best represents these anguished characters.

If I had the chance to write a Hulk story, it would be set in Tokyo and the Hulk would be Japanese. He'd fight against evil but he'd also be pursued by the police because he's a monster. In addition, he'd be at odds with his other personality. It would be a very serious story. ■ JMC



PSI VOLUME 1 # 3 (CURTIS COMICS) Psi is murdered trying to save his girlfriend. He's been resurrected and now is following the mysterious serial murder case. Yangha Hong and Dongsan Kim **$2.95 MATURE READERS**

SLAYERS SPECIAL - BOOK ONE: TOUCH OF EVIL (CPM MANGA) Lina Inverse teamed up with Naga to fight demons, thieves and monsters all in the name of treasure and a good meal. Hajime Kanzaka and Tommy Ohtsuka **$15.95**

STORM RIDERS #6 (COMICSONE.COM) *The Storm Riders* love triangle takes a turn for the tragic while the warriors' cycle of vengeance spins out of control. Wing Shing Ma **$13.95**

VAMPIRE YUI: VOL. 5 # 1 (STUDIO IRONCAT L.L.C.) Nagi has finally escaped Shiki's grasp! He and Senju meet up, and together they must determine how to rescue Yui from Madoka. Narumi Kakinouchi and Toshihiro Hirano **$2.95**

WEAPON OF THE GODS # 2 (COMICSONE.COM) The circle of warriors becomes unbalanced as the famous "Weapons of the Gods" begin reappearing on Earth. Tony Wong **$13.95**

WILD 7 # 6 (COMICSONE.COM) This latest volume hilariously chronicles Sino-Japanese relations amidst a hijacking gone awry. Mikiya Mochizuki **$9.[illegible]**

YOU AND ME VOL. 1 # 3 (STUDIO IRONCAT L.L.C.) Yuu gets challenged to battle Mii in a wrestling match, smack in the middle of the mall. How will former wrestler Bloody Mari joining the battle complicate things? Hiroshi Aro **$2.95**

OCTOBER

BLOOD: THE LAST VAMPIRE 2002 (VIZ) Saya returns a generation later, but still clad in trademark sailor suit and armed with ancient samurai sword continuing her holy war against a race of monstrous vampires. Benkyo Tamaoki **$15.95**

CARDCAPTOR SAKURA ANIME BOOK, EDITION 8 (TOKYOPOP) Join Sakura as she gets trapped by the Maze Card at the local shrine, and encounters a speedy little creature. Can she capture it? CLAMP **$14.95**

CHICAGO VOLUME 1 (VIZ) After a violent earthquake devastates Tokyo rescuers Rei and Uozumi sift through the rubble for survivors in Bay District D. Yumi Tamura **$15.95**

GTO, VOLUME 6 (TOKYOPOP) Eikichi Onizuka, a crude 22-year-old ex-biker, has a new goal in life: to become The Greatest High School Teacher in the World! Tohru Fujisawa **$9.99**

LONE WOLF AND CUB VOL. 26: BATTLE IN THE DARK (DARK HORSE COMICS) Retsudo's secret clan members foil Abeno Kaii's plans, with devastating results. By Kazuo Koike and Goseki Kojima **$9.95**

MARS, VOLUME 5 (TOKYOPOP) A bad boy can change a good girl forever. Rei is the school delinquent. Kira is shy and studious. Will these two opposites overcome all the obstacles to attract? Fuyumi S[illegible] **[illegible]**

OH [illegible] #91 TRAVELLER PART 1 [illegible] COMICS) It looks [illegible] wers are having a [illegible] can't even make a [illegible] Kosuke Fujishima; [illegible] PROTEUS **$3.50**

[illegible] OSS WAR: CHRON- [illegible] IC KNIGHT BOOK [illegible]) Spark and the [illegible] have been distracted [illegible]. Can our heroes prevent the destruction of Lodoss? Ryo Mizuno and Masato Natsumoto **$15.95**

SHADOW STAR: SHADOWS OF THE PAST TP (DARK HORSE MANGA) Shiina Tamai is a self-conscious teenager, struggling with school and self-esteem. See what happens when she encounters and bonds with an extraterrestrial shape-shifting creature! Mohiro Kitoh **$13.95**

UZUMAKI VOLUME 3 (VIZ) Gangs and petulant children roam the town creating whirlwinds at a whim, forcing Kirie and her family to flee town...if they can. Junji Ito **$16.95**

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BY JENNIFER CONTINO

INVASION PRICE GUIDE

WHAT'S HOTTER—DBZ OR YU-GI-OH?

Thanks in part to Cartoon Network, Fox Kids and Kids' WB! introducing U.S. audiences to so many different shows, people are rushing to the local comic book store seeking the manga (and toy...and card game...) tie-ins. Two series in particular are burning up the racks: Dragon Ball (in all its incarnations) and Yu-Gi-Oh!

ENTER THE DRAGON...BALL!

The Dragon Ball Z collectible card game came out in 2000 and is still going strong. "The DBZ card game is scorching hot right now because it gives the fans a chance to fight with or alongside their favorite DBZ characters," said Avrom Oliver of Adventures in Comics and Games in Carmichael, Calif.

However not everything Dragon Ball is hot. "DBZ Irwin figures have cooled off because the market was flooded and flooded with characters that no one cared about," said Bob Sowers of Captain Comics in Birmingham, Ala. "The new owners of the company did a good job trying to revive the line but it was too late. I am sure they will try again with a whole new campaign and look."

Gate Guardian
Victorious
Energy Combat

SPACED OUT Goku can't decide which CCG to play first, DBZ or Yu-Gi-Oh!

YU AND ME!

Since its debut earlier this year, players can't get enough of the Yu-Gi-Oh! collectible card game from Konami. "It's the best selling Japanese card game since Pokémon," said Neal Jones of New Dimension Comics in Ellwood City, Pa. "The Blue Eyes White Dragon card from the Kaiba deck is extremely hot and sought after."

In a word, Yu-Gi-Oh! cards are s-s-s-s-s-smokin'. "We can't keep them in stock," commented Amanda Fisher of The Splash Page in Missoula, Mont.

The cards are clearly hotter than anything else—even the best DBZ has to offer. Chad Rivard of Emerald City [illegible] and Collectibles in Clearwater, [illegible] had to "limit customers [illegible] per person per day [illegible] Yu-Gi-Oh! get out to as [illegible] possible."

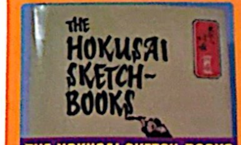
"We [illegible] able to keep up with the [illegible]," commented Jones.

With Yu-Gi-Oh! tearing things up in CCG form, retailers are wondering if the Mattel toys will go over big with collectors as well. And then what's next? Yu never know!

For questions to Jennifer Contino or about collecting anime, e-mail us at AnimeInvasion@aol.com.

"SOLD" ONLINE

neato anime thingies selling on the 'net



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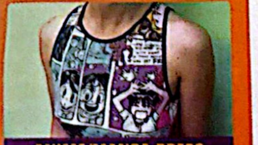

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COLLECTIBLE CARD GAMES

Note: C=Common U=Uncommon R=Rare PR=Promo F=Foil VR= Very Rare SR=Super Rare UR=Ultra Rare

DRAGON BALL Z ANDROIDS SAGA

SCORE-2001

NAME	LOW	HIGH
Full Set (125 Cards)	100.00	155.00
Full Foil Set (123 Cards)	300.00	500.00
Booster Pack	2.00	4.00
Booster Box	25.00	45.00
Uncommons	.25	1.00
Commons	.10	.20

Median foil cards' prices are 2x-3x their non-foil versions.

NAME	LOW	HIGH
A Burst Of Energy (PR)	4.00	6.00
Android 16 (Level 1)(R)	3.50	5.50
Android 16 Smiles (PR)	10.00	15.00
Android 17 (Level 1)(R)	3.50	5.50
Android 18 (Level 1)(R)	5.00	9.00
Android 18 (Level 1)(alternate image)(R)	8.00	12.50
Android 18's Stare Down (R)	3.00	5.00
Android 19 Is Stoic (PR)	20.00	30.00
Android 19 (Level 1)(R)	3.50	5.50
Android 19's Distress (R)	2.00	4.00
Android 20 (Level 1)(R)	4.00	6.00
Awful Abrasions (PR)	3.00	5.00
Black Scout Maneuver (R)	3.00	5.00
Blue Terror (R)	2.50	4.50
Cell's Threatening Position (PR)	4.00	6.00
City in Turmoil (R)	4.00	6.00
Defenseless Beach (R)	3.00	5.00
Dying Planet (R)	3.00	5.00
Foreboding Evidence (PR)	10.00	20.00
Goku's Dashing Punch (PR)	12.00	18.00
Goku's Heart Disease (R)	3.00	5.00
Goku's Hesitation (PR)	8.00	12.50
Kami's Floating Island (R)	3.00	5.00
King Cold, the Mighty (PR)	16.00	26.00
Knockout Drill (R)	3.00	5.00
Krillin Is Ready (PR)	4.00	8.00
Krillin's Search (PR)	4.00	8.00
Orange Eye Beam (R)	3.00	5.00
Orange Searching Maneuver (R)	3.00	5.00
Piccolo, the Trained (Level 1) (R)	3.50	5.50
Planet Vegeta (PR)	4.00	8.00
Rebellion (R)	4.00	6.00
Saiyan Face Stomp (R)	3.00	5.00
Saiyan Lightning Dodge (R)	3.00	5.00
The Eyes Have It (PR)	8.00	12.50
The Hero is Down (Foil)(UR)	40.00	60.00
Ten, the Watcher (Level 4)(R)	3.50	5.50
Ten's Flight (R)	3.00	5.00
Trunks Guardian Drill (Foil)(UR)	40.00	60.00
Vegeta, the Ready (Level 1)(R)	4.00	6.00
Winter Countryside (R)	3.00	5.00
Yajirobe, the Unstoppable (Level 4)(R)	3.00	5.00
Yamcha is There (Level 4)(R)	3.50	5.50
Yamcha's Right Cross (PR)	2.00	4.00

DRAGON BALL Z CELL GAMES SAGA

SCORE-2002

NAME	LOW	HIGH
Uncommons	.25	1.00
Commons	.10	.20

Median foil cards' prices are 2x-3x their non-foil versions.

NAME	LOW	HIGH
A Father Struggles (PR)	15.00	25.00
A Raditz Memory (PR)	2.00	4.00
Android 18's Effect (R)	2.00	4.00
Aura Clash (R)	2.00	4.00
Black Anticipation Drill (U)	2.00	4.00
Black Blasting Beam (U)	2.00	4.00
Black Double Attack Drill (U)	2.00	4.00
Black Face Slap (U)	2.00	4.00
Black Hand Energy Blast (U)	2.00	4.00
Black Recovery (U)	2.00	4.00
Black Saving Drill (U)	2.00	4.00
Black Shifting Drill (U)	2.00	4.00
Black Wrist Block (U)	2.00	4.00
Blue Arm Blast (U)	2.00	4.00
Blue Defensive Effect (U)	2.00	4.00
Blue Energy Arrow (U)	2.00	4.00
Blue Energy Blast (U)	2.00	4.00
Blue Fist Smash (R)	2.00	4.00
Blue Prepared Drill (U)	2.00	4.00
Blue Recovery Drill (U)	2.00	4.00
Blue Side Kick (U)	2.00	4.00
Blue Stamina Drill (U)	2.00	4.00
Blue Total Resistance (U)	2.00	4.00
Blue Windup Blast (R)	2.00	4.00
Bracing for Impact (U)	2.00	4.00
Brothers in Training (PR)	2.00	4.00
Brothers in Training (R)	2.00	4.00
Can He Do That? (PR)	4.00	8.00
Caught in the Act (U)	2.00	4.00
Caught Off Guard Drill (R)	2.00	4.00
Cell Jr. 1 Level 1 (R)	3.00	5.00
Cell Jr. 1 (Level 2)(R)	2.00	4.00
Cell Jr. 2 Level 1 (R)	2.00	4.00
Cell Jr's Flight (PR)	5.00	9.00
Cell's Backslap (U)	2.00	4.00
Cell's Instant Transmission (U)	2.00	4.00
Cell's Power Burst (U)	2.00	4.00
Cell's Swift Strike (U)	2.00	4.00
Chazke Village (R)	2.00	4.00
Chi-Chi on the Attack! (PR)	2.00	4.00
Chi-Chi on the Attack! (R)	2.00	4.00
Chiaotzu (Level 2) (R)	2.00	4.00
Cosmic Backlash (R)	3.00	5.00
Dende (Level 2)(R)	3.00	5.00
Double Teaming (R)	2.00	4.00
Dragon's Victory (R)	2.00	4.00
Energy Rush (U)	2.00	4.00
Everyone Is Attacked! (U)	2.00	4.00
Fighting in Cover (U)	2.00	4.00
Gathering of Warriors (U)	2.00	4.00
Gohan Meditates (U)	2.00	4.00
Gohan's Elbow Block (R)	3.00	5.00
Goku Charges (PR)	20.00	35.00
Goku's Dragon Ball Quest (R)	2.00	4.00
Goku's Farewell (R)	3.00	5.00
Group Attack (R)	2.00	4.00
Injured (R)	2.00	4.00
Korin's Tower (R)	2.00	4.00
Krillin's Surprise (PR)	2.00	4.00
Massive Technology (PR)	2.00	4.00
Megaton Bull Crusher (R)	2.00	4.00
Namekian Dragon Blast (U)	2.00	4.00
Namekian Energy Spike (U)	2.00	4.00
Namekian Face Smack (U)	2.00	4.00
Namekian Piercing Beam (U)	2.00	4.00
Namekian Power Stance Drill (U)	2.00	4.00
Namekian Quick Blast (U)	2.00	4.00
Namekian Ready Drill (U)	2.00	4.00
Namekian Restoration (U)	2.00	4.00
Namekian Right Cross (U)	2.00	4.00
Namekian Scouting (U)	2.00	4.00
Orange Aggressive Technique (U)	2.00	4.00
Orange Beatdown(U)	2.00	4.00
Orange Burning Aura Drill (U)	2.00	4.00
Orange Energy Concentration (U)	2.00	4.00
Orange Energy Setup (U)	2.00	4.00
Orange Energy Shot (U)	2.00	4.00
Orange Energy Smash (R)	2.00	4.00
Orange Fateful Attack (U)	2.00	4.00
Orange Focused Attack (R)	2.00	4.00
Orange Steady Drill (U)	2.00	4.00
Piccolo, the Defender (Level 5)(UR)	70.00	90.00
Piccolo's Fury (U)	2.00	4.00
Prepared Dodge (U)	2.00	4.00
Protective Shelter (U)	2.00	4.00
Quick Combat Drill (U)	2.00	4.00
Red Energy Drill (U)	2.00	4.00
Red Energy Surprise (U)	2.00	4.00
Red Forward Stance Drill (U)	2.00	4.00
Red Overhand Slash (U)	2.00	4.00
Red Power Punch (U)	2.00	4.00
Red Shielded Strike (U)	2.00	4.00
Saiyan Energy Drill (U)	2.00	4.00
Saiyan Face Smash (R)	2.00	4.00
Saiyan Pride (U)	2.00	4.00
Saiyan Protection Drill (U)	2.00	4.00
Senzu Drill (U)	2.00	4.00
Something Dangerous is Coming! (U)	2.00	4.00
Straining Destruction Move (R)	2.00	4.00
Straining Rebirth Move (R)	2.00	4.00
Surprise Hit (R)	2.00	4.00
The Power of the Dragon (R)	2.00	4.00
Tien's Block (U)	2.00	4.00
Trunks, the Battler (Level 5) (UR)	30.00	50.00
Vegeta at Full Power! (PR)	5.00	10.00
Vegeta is Lurking (PR)	4.00	8.00
Vegeta's Anger Drill (R)	2.00	4.00
Vegeta's Surprised (R)	2.00	4.00
Who's da Man! (R)	2.00	4.00
Yamcha's Revenge (PR)	10.00	15.00

DRAGON BALL Z CELL SAGA

SCORE-2001

NAME	LOW	HIGH
Full Set (200 Cards)	100.00	180.00
Booster Pack	2.50	3.50
Booster Box	35.00	55.00
Starter Deck	8.00	12.50
Starter Box	85.00	110.00
Uncommons	.25	1.00
Commons	.10	.20

Median foil cards' prices are 2x-3x their non-foil versions.

NAME	LOW	HIGH
Android 16, the Fighter (Level 3)(Foil)(F)	4.00	8.00
Android 16's Battle Charge (R)	3.00	5.00
Android 16's Rage (R)	2.00	4.00
Android 17, the Destroyer (Level 3) (Foil)(F)	4.00	8.00
Android 18 (Level 4)(R)	8.00	12.50
Android 18, The Smart One (Level 3) (Foil)(F)	4.00	6.00
Android 20, the Destructor (Level 3) (Foil)(F)	4.00	6.00
Black Style Mastery (R)	6.00	10.00
Blue Assistance Drill (R)	3.00	5.00
Blue Diving Punch Drill (R)	2.00	4.00
Blue Head Charge (R)	2.50	4.50
Blue Left Cross Punch (R)	2.50	4.50
Blue Style Mastery (R)	4.00	6.00
Cell, the Destroyer (Level 4)(R)	6.00	10.00
Cell, the Master (Level 5)(R)	9.00	14.00
Cell, the Perfect Warrior (Level 3) (Foil)(F)	4.00	6.00
Cell's Power Drain (R)	2.00	4.00
Cell's Presence (Foil)(UR)	55.00	95.00
Cell's Style (PR)	3.00	5.00
Chi-chi, the Wife (Level 3)(R)	3.00	5.00
Dende Dragon Ball 6 (R)	3.00	5.00
Dende Dragon Ball 7 (R)	4.00	8.00
Earth Dragon Ball Set (Foil)(PR)	8.00	15.00
Focusing (R)	2.50	4.50
Gohan, Ascendant (Level 4)(R)	6.00	10.00
Gohan, Super Saiyan (Level 3) (Foil)(F)	10.00	20.00
Gohan, the Winner (Level 5)(R)	8.00	12.50
Goku, Earth's Hero (Level 3) (Foil)(F)	4.00	6.00
Goku (Level 4)(R)	4.00	8.00
Goku, the All Powerful (Level 5)(Foil)(UR)	60.00	100.00
Heroes' Battleground (PR)	3.00	5.00
Krillin, the Mighty (Level 4) (R)	3.00	5.00
Krillin Unleashed (R)	3.00	5.00
Madness! (R)	2.50	4.50
Mr. Popo's Calming (R)	2.50	4.50
Namekian Dash Attack (R)	3.00	5.00
Namekian Energy Focus (R)	3.00	5.00
Namekian Fist Smash (R)	2.50	4.50
Namekian Fusion (R)	3.00	5.00
Namekian Preparation Drill (R)	2.50	4.50
Namekian Style Mastery (R)	4.00	6.00
Orange City Destruction (R)	2.00	4.00
Orange Halting Drill (R)	2.50	4.50
Orange Style Mastery (R)	3.00	5.00
Piccolo, Earth's Protector (Level 3)(Foil)(F)	4.00	6.00
Piccolo, the Namek (Level 4)(R)	6.00	10.00
Red Feint (R)	2.50	4.50
Red Style Mastery (R)	6.00	10.00
Saiyan Offensive Rush (R)	2.50	4.50
Saiyan Power Blast (R)	3.00	5.00
Saiyan Rapid Fire (R)	3.00	5.00
Saiyan Style Mastery (R)	4.00	6.00
Stunned (R)	2.50	4.50
Trunks, the Powerful (Level 4)(R)	4.00	6.00
Trunks, Time's Hero (Level 3)(Foil)(F)	4.00	6.00
Vegeta, Ascendant (Level 4)(R)	7.00	11.00
Vegeta, the Last Prince (Level 3)(Foil)(F)	4.00	6.00
Vegeta, the Revitalized (Level 5)(Foil)(UR)	50.00	100.00
Z Warriors Gather (UR)	50.00	90.00

DRAGON BALL Z FRIEZA SAGA

SCORE-2002

NAME	LOW	HIGH
Full Set (125 cards)	80.00	160.00
Full Foil Set (125 cards)	200.00	400.00
Booster Pack	2.00	4.00
Booster Box	35.00	55.00
Uncommons	.25	1.00
Commons	.10	.20

🟩 GREEN BAR PRICE HAS GONE UP • 🟥 RED BAR PRICE HAS GONE DOWN • 🟦 BLUE BAR NEW RELEASE

YU-GI-OH!'S FAB FOUR

JAPANESE NAMES YOU WON'T SEE HERE

HADES, GOD OF HELL

Nothing to get little kiddies into *Yu-Gi-Oh!* like the Dark One himself, eh? We're sure that Hades, God of Hell will make it into English in a different form when he gets reprinted, but what will they replace it with? Maybe he'll just be a symbol, like Prince. Once you get past the name, he's actually a kick-ass monster, letting you negate the effects of Effect Monsters that your Demon Sub-Type monsters destroy during battle. And at a beefy 2450 attack and 1600 defense, he'll frighten away more than just the kids.

LILY, INJECTION ANGEL

First one's free! If society's message is to get kids to stay off drugs, this ain't the way to do it. We're not sure what kinda drug is in that needle she's got there, but whatever it is, it packs a huge punch. Any turn, you can use her ability to pump her up from a measly 400 attack to a whopping 3400. Of course, it'll cost you 2000 life points, but that's good enough to take out nearly any other creature or nail your opponent for a heap o' hurtin'. It makes us say, "Hello, nurse!"

BIG BANG GIRL

We're not even going to comment on why this one won't make it into the U.S. Big Bang Girl's actually a pretty decent monster from the Japanese Spell of Mask set. She lets you deal 500 points of damage to your opponent every time you gain life. She combos nicely with Thousand Eyes Bible's Blessing of God, which gains you 500 life points whenever you draw a card. Big bang indeed.

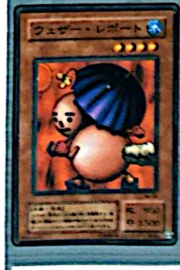
WITTY PHANTOM

DEATH SATAN GREATER DEMON

Some names are so far overboard when it comes to being acceptable for kids that they just get changed completely, bearing no resemblance to their original monikers. Witty Phantom, from the English Legend of Blue-Eyes White Dragon set, is a shining example. His original name was Death Satan Greater Demon. Oddly enough, he doesn't look very satanic or demonic in his purple tux, so maybe we're better off with his new name. ■ Jeremy Smith

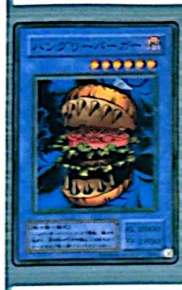
YU-GI-OH!'S FAB FOUR

WEIRDEST JAPANESE PICTURE ART



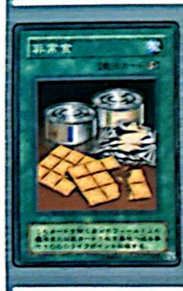
WEATHER REPORTER

Oh, we're soooo scared of this guy! Nothing makes us quiver in our boots more than a pudgy blob in sandals and pink gloves. That umbrella he carries makes us quiver with fright, too! And they call this guy a "monster?" Once you get past the name and picture, though, his abilities aren't half bad. The Reporter can destroy the ultra-stalling Swords of Revealing Light, a cornerstone of many high-caliber decks. And after he does that, he grants you an extra battle phase to boot!



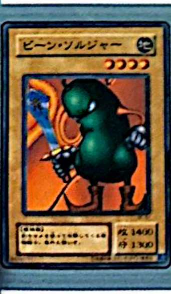
HUNGRY BURGER

This thing must have come from a mad cow. Careful when you take a bite out of this flame-broiled hunk o' beef, cuz it'll bite you right back! With an attack of 2000 and a defense of 1850, it'll bite a lot of monsters back, too. You'll have to have a Hamburger Recipe and six total levels' worth of creatures in order to summon it, but that's really not too much to ask for a whopper you can grab at any time.



EMERGENCY RATIONS

Dragons, warriors, demons and... tuna fish and crackers? Not exactly what we'd expect to see from a game based around monster battles and magical spells and traps. We guess even fearsome fighters get hungry sometimes, too. Unfortunately, there's no Mayonnaise card in the game, so the tuna's gonna taste awful. Either way, it'll still net you 1000 life points just by sacrificing a magic or trap card from play.



JALAPEÑO SOLDIER

Who'd have thought that food would have such a vast array of warriors in its arsenal? This hot pepper has just a medium attack of 1400 and defense of 1300, but when you consider that it's just a plant, that's not too bad. Maybe they'll come out with Killer Nachos or Refried Bean Demons in a future set. But for now, this staple of Japanese...er, Mexican cuisine will be a great way to start a food fight during a game! ■ JS

Median foil cards' prices are 2x-3x their non-foil versions.

Blue Stance (R)	2.50	4.50
Calming Sanctuary (PR)	4.50	8.00
Captain Ginyu Transformed (PR)	4.50	8.00
Dragon's Glare (PR)	4.50	8.00
Friends Help Friends (PR)	4.50	8.00
Frieza the Master (UR)	30.00	50.00
Frieza's Force Bubble (PR)	4.00	8.00
Gohan (Level 4) (R)	6.00	10.00
Goku On Namek (Level 4)(R)	4.00	6.00
Goku's Good Swift Kick (PR)	6.00	10.00
Goku's Super Saiyan Blast (R)	3.00	5.00
Hero Teamwork Drill (R)	2.50	4.50
It's Just Not Worth It! (PR)	4.50	8.00
Kami Fades (R)	2.50	4.50
Krillin on Namek (Level 4)(R)	3.50	5.50
Krillin's Power Tap (R)	2.50	4.50
Nail Inspired (Level 2) (R)	3.00	5.00
Nail the Namekian Hero (Level 3)(R)	3.00	5.00
Nail the Namekian (Level 1)(R)	3.00	5.00
Nappa Restored (Level 4)(R)	3.00	5.00
Orange Forceful Kick (PR)	8.00	12.50
Piccolo (Level 4) (R)	4.00	8.00
Piccolo's Wisdom (R)	2.50	4.50
Raditz Restored (Level 4)(R)	3.00	5.00
Red Blocking Hand (PR)	4.00	8.00
Red Foot Jolt (R)	2.50	4.50
Super Saiyan Goku (Level 4)(UR)	55.00	75.00
The Last Wish (PR)	4.50	8.00
The Luck of Trunks (PR)	2.00	4.00
The Plan (R)	2.50	4.50
This Too Shall Pass (R)	2.50	4.50
Trunks Did What? (PR)	2.00	4.00
Vegeta On Namek (Level 4)(R)	3.50	5.50
Vegeta's Lunge (PR)	15.00	25.00
Villain's Teamwork Drill (R)	2.50	4.50

DRAGON BALL Z PROMOS

SCORE-2001

Android 16 (R3)(PR)	4.00	8.00
Android 16, the Machine (PR)	6.00	10.00
Android 17 (R5)(PR)	6.00	10.00
Android 17, the Leader (PR)	6.00	10.00
Android 18 (R7)(PR)	6.00	10.00
Android 18, the Model (PR)	6.00	10.00
Babidi's Evil Plans (PR)	5.00	9.00
Black Lunge (PR)	25.00	40.00
Blue Saving Catch Drill (PR)	6.00	10.00
Capsule Corp Power Pack (46 cards)(PR)	25.00	35.00
Cell, Stage One (PR)	6.00	10.00
Champion Drill (PR)	400.00	500.00
Cooler (Levels 1-3)(PR)	8.00	12.00
Excitement (PR)	2.00	4.00
Fatherly Advice (PR)	80.00	120.00
Goku's House (PR)	6.00	10.00
Goku's Reunion (PR)	2.00	4.00
Huge Drill (PR)	12.00	18.00
King Kai's New Home (PR)	6.00	10.00
Krillin, the Hero (PR)	6.00	10.00
Line Up (PR)	150.00	250.00
Make a Wish (PR)	8.00	12.00
Namekian's Strike (PR)	100.00	200.00
Play Fighting (PR)	4.00	8.00
Red Blowing Steam Drill (PR)	2.00	4.00
Red Overbearing Attack (PR)	10.00	20.00
Saiyan Knee Block (PR)	4.00	8.00
Saiyan Training (PR)	24.00	6.00
Stop Fighting (PR)	2.00	4.00
Straight Shot (PR)	6.00	10.00
Strike a Pose (PR)	2.00	4.00
Super Saiyan Gohan (IR2)(PR)	10.00	20.00
Super Saiyan Goku (IR1)(PR)	20.00	30.00
Super Saiyan Vegeta (R11)(PR)	10.00	15.00
Team Work Kamehameha (PR)	150.00	250.00
Tien, the Swift (PR)	6.00	10.00
Tuff Enuff Set (22 cards)(PR)	8.00	15.00
Victorious (PR)	60.00	100.00
Videl's Head Kick (PR)	4.00	8.00
Warrior's Preparation (PR)	150.00	250.00
Z Warriors Band Together (PR)	4.00	6.00

DRAGON BALL Z SAIYAN SAGA

SCORE-2000

Full Set (250 cards)	100.00	180.00
Full Foil Set (250 cards)	200.00	400.00
Booster Pack	2.00	4.00
Booster Box	35.00	55.00
Starter Deck	5.00	9.00
Starter Box	50.00	90.00
Uncommons	.25	1.00
Commons	.10	.20

Median foil cards' prices are 2x-3x their non-foil versions.

Chiaotzu's Physical Defense (Foil) (UR)	35.00	55.00
Earth Dragon Ball 6 (R)	3.00	5.00
Earth Dragon Ball 7 (R)	3.00	5.00
Enraged! (R)	2.50	4.50
Frieza's Spirit (PR)	4.00	6.00
Gohan (Level 4) (PR)	3.00	5.00
Gohan's Anger (PR)	1.75	3.00
Goku (Level 4) (P1)(PR)	4.00	8.00
Goku (Level 4) (P4)(PR)	2.00	4.00
Goku's Attack (PR)	4.00	6.00
Goku's Lucky Break (R)	3.00	5.00
Goku's Plan (Foil)(UR)	35.00	55.00
Goku's Truce (Foil)(UR)	35.00	55.00
Krillin (Level 4)(PR)	4.00	6.00
Krillin's Trick (PR)	1.75	3.00
Medic Kit (Foil)(UR)	30.00	50.00
Nappa (Level 4)(P115)(PR)	2.00	4.00
Nappa (Level 4)(P7)(PR)	4.00	6.00
Piccolo (Level 4)(PR)	4.00	6.00
Piccolo's Revenge (PR)	1.75	3.00
Raditz (Level 4)(PR)	4.00	6.00
Saiyan Appraisal Maneuver (R)	3.00	5.00
Saiyan Truce Card (R)	3.00	5.00
Super Saiyan Goku's Power (PR)	1.75	3.00
Vegeta (Level 4)(PR)	3.00	5.00
Vegeta's Plans (R)	3.00	5.00
Vegeta's Quickness Drill (R)	4.00	6.00
Vegeta's Smirk (PR)	1.75	3.00

DRAGON BALL Z TRUNKS SAGA

SCORE-2001

Full Set (200 cards)	200.00	325.00
Full Foil Set (200 cards)	400.00	600.00
Booster Pack	2.00	4.00
Booster Box	35.00	55.00
Uncommons	.25	1.00
Commons	.10	.20

Median foil cards' prices are 2x-3x their non-foil versions.

Black Physical Focus (R)	2.50	4.50
Black Smoothness Drill (R)	3.00	5.00
Black Style Mastery (R)	6.00	10.00
Blue Battle Drill (PR)	4.50	8.00
Blue Style Mastery (R)	4.00	6.00
Captain Ginyu (High-Tech)(PR)	4.00	9.00
Chi-Chi Searches (R)	2.50	4.50
Concentration Drill (PR)	4.50	8.00
Confrontation (PR)	6.00	10.00
Don't You Just Hate That (R)	2.50	4.50
Drills Are For The Weak (R)	2.50	4.50
Frieza (High-Tech)(PR)	5.00	9.00
Garlic Jr. (High-Tech)(PR)	6.00	10.00
Garlic Jr.'s Revenge (PR)	12.00	20.00
Gohan Empowered (Level 4)(R)	4.50	6.50
Gohan Spots The Imposter Drill (R)	2.50	4.50
Goku, The Unbeatable (Level 4)(Foil)(UR)	45.00	80.00
Goku's Battle Ready (R)	2.50	4.50
Guru As Your Ally (R)	3.00	5.00
King Cold, The All Powerful (UR)	40.00	60.00
King Cold's Sword Trick (PR)	4.50	8.00
King Kai's Thoughts (R)	2.50	4.50
Krillin Enraged (Level 2)(R)	4.00	6.00
Krillin (Level 1)(R)	4.00	6.00
Krillin (Level 3)(R)	4.00	6.00
Krillin's Heat Seeking Blast (R)	3.00	5.00
Namekian Dragon Ball 5 (R)	3.00	5.00
Namekian Dragon Ball 6 (R)	3.50	5.50
Namekian Dragon Ball 7 (R)	3.50	5.50
Namekian Dragon Ball Wish (R)	2.50	4.50
Namekian Style Mastery (R)	4.00	6.00
Orange Energy Dan Drill (R)	2.50	4.50
Orange Style Mastery (R)	6.00	10.00
Orange Trunks Energy Blast (R)	2.50	4.50
Piccolo Enraged (Level 4)(R)	4.50	6.50
Red King Cold Observation (R)	2.50	4.50
Red Style Mastery (R)	6.00	10.00
Saiyan Style Mastery (R)	4.00	8.00
Showdown (PR)	4.50	8.00
Spice (High-Tech)(PR)	6.00	10.00
Surprise! (PR)	4.00	6.00
Tien Stands Ready (PR)	4.50	8.00
Too Late (PR)	2.50	4.50
Trunks Defensive Crouch (PR)	4.75	8.50
Trunks Finds the Answer (PR)	3.00	5.00
Trunks (High-Tech)(PR)	35.00	55.00
Trunks Power Strike (PR)	4.50	8.00
Trunks the Hero (Level 4)(R)	4.50	8.50
Vegeta, Saiyan Prince (Level 4)(R)	4.50	8.50
Vegeta Scans The City (R)	2.50	4.50
Villain's True Power (Foil)(UR)	40.00	60.00
Vinegar (High-Tech)(PR)	6.00	10.00
Where There's Life There's Hope (Foil)(UR)	40.00	60.00

COMICS

DRAGON BALL

VIZ (1998-CURRENT)

1	9.00
2-4	8.00
5-12	4.00
PART 2 (1999-2000)	
1-15	3.00
PART 3 (2000-2001)	
1-14	3.00
PART 4 (2001-2002)	
1-8	3.00
9-10	3.00
PART 5 (2002)	
1	3.00
TRADE PAPERBACKS	
1-4	15.00
5	13.00
6	13.00

DRAGON BALL Z

VIZ (1998-CURRENT)

1	9.00
2-4	4.00
5	4.00
6-9	3.00
PART 2 [illegible]	
1-14	3.00
PART 3 [illegible]	
1-10	3.00
PART [illegible]	
[illegible]	3.00
[illegible]	3.00
PART [illegible]	
[illegible]	3.00
[illegible]	3.00
[illegible]	
[illegible]	15.00
[illegible]	13.00
[illegible]	13.00

MODEL KITS

[illegible]

[illegible]

[illegible]	8.00	2.00
[illegible]	8.00	2.00
[illegible] Turtle	8.00	2.00
[illegible]	8.00	2.00
[illegible] & Puar	8.00	2.00

DRAGON BALL

BANDAI JAPAN (1986)

DRAGON BALL MODEL KITS		
Bulma (Bunny outfit)	40.00	10.00
Goku	60.00	15.00
Master Roshi	60.00	15.00
KANTANMEN "RAMEN" MODEL KITS		
Bulma	10.00	2.50
Goku (crouching)	10.00	2.50
Goku (standing)	10.00	2.50
Krillin	10.00	2.50
Launch	10.00	2.50
Master Roshi	10.00	2.50
Oolong	10.00	2.50
Yamcha	10.00	2.50

DRAGON BALL

KAIYODO (1986)

"BLUE BOX" MODEL KITS		
Bulma & Goku	90.00	23.00
Bulma, Master Roshi & Puar	100.00	25.00
Kame & Goku	90.00	23.00
Launch	60.00	15.00
Piccolo & Chautzu	90.00	23.00
Tien & Goku	90.00	23.00
Yamcha & Krillin	90.00	23.00
SOFT MODEL KIT COLLECTION		
Bulma	100.00	25.00
Chi-Chi	100.00	25.00
Goku '82	100.00	25.00
Son Goku	100.00	25.00

DRAGON BALL Z

AB GROUPE (1990)

Minoshia	16.00	4.00
S.S. Gogeta	16.00	4.00
S.S. Goku 3	16.00	4.00
S.S. Vegetto	16.00	4.00
Tapion	16.00	4.00

DRAGON BALL Z

BANDAI (1992)

B-CLUB MODELS (RESIN KITS)		
Frieza	50.00	12.50
Ginyu Force	80.00	20.00
GT Goku & Pan	75.00	18.00
Piccolo	50.00	12.50
Son Goku	50.00	12.50
Son Goku & Son Gohan	80.00	20.00
Vegeta (hunched)	50.00	12.50
Vegeta (standing)	50.00	12.50
Videl	70.00	12.50
BATTLE Z COLLECTION		
Set 1 (Gohan, Goku, Piccolo, Trunks & Vegeta)	80.00	20.00
Set 2 (Super Saiyan Vegeta, Super Saiyan Trunks, Super Saiyan Goku, Android 16 & Krillin)	90.00	23.00
BOX 200 MODELS		
Cell	30.00	8.00
S.S. Gohan	30.00	8.00
S.S. Goku	30.00	8.00
S.S. Trunks	30.00	8.00
S.S. Vegeta	30.00	8.00
FULL ACTION KITS		
Fusion Gotenks	15.00	3.50
Gogeta	15.00	3.50
S.S. Trunks & S.S. Goku	15.00	3.50
Super Saiyan 3 Son Goku	15.00	3.50
Super Saiyan Son Gohan	15.00	3.50
Super Saiyan Son Goku	15.00	3.50

DRAGON BALL Z

IRWIN (2001-CURRENT)

MODEL KITS		
Future Trunks	17.00	4.50
Goku	15.00	4.00
Piccolo	15.00	4.00
Super Saiyan Gohan	17.00	4.50
Super Saiyan Goku	15.00	4.00
Super Saiyan Trunks	16.00	4.00
Tien	15.00	4.00
Vegeta	15.00	4.00

DRAGON BALL Z

BANDAI JAPAN (1992)

SUPER COLLECTION (1/12 VINYL MODELS)		
Krillin & Son Gohan	100.00	25.00
Piccolo	85.00	21.00
Son Goku	80.00	20.00
Super Saiyan Gohan	90.00	23.00
Super Saiyan Goku	80.00	20.00
Super Saiyan Trunks	90.00	23.00
Super Saiyan Vegeta	85.00	21.00
Trunks	85.00	21.00
Vegeta	85.00	21.00

DRAGON BALL Z BATTLE Z SETS

ACADEMY (1992)

BATTLE Z SETS		
Battle Z Set 1 (Trunks, Piccolo, Son Goku, Son Gohan & Vegeta)	80.00	20.00
Battle Z Set 2 (Krillin, Android 16, Super Saiyan Goku, Super Saiyan Trunks & Super Saiyan Vegeta)	90.00	22.00

PLUSH FIGURES (UFO CATCHERS)

DRAGON BALL GT

BANPRESTO (1996)

KEYCHAINS		
Gill	10.00	3.00
Goku	10.00	3.00
Pan	10.00	3.00
Trunks	10.00	3.00

DRAGON BALL Z

BANDAI JAPAN (1992)

Goku	10.00	3.00
King Kai	10.00	3.00
Krillin	10.00	3.00
Oolong	10.00	3.00
Piccolo	10.00	3.00
Puar	10.00	3.00
Son Gohan	10.00	3.00
Son Goku	10.00	3.00
Son Goku	10.00	3.00
Super Saiyan Gohan (young)	10.00	3.00
Super Saiyan goku 3	10.00	3.00
Super Saiyan Son Goku	10.00	3.00
Super Saiyan Trunks	10.00	3.00
Trunks	10.00	3.00
Vegeta	10.00	3.00
BEANIES		
Son Goten	9.00	2.00
Super Saiyan Goku 3	9.00	2.00
Vegeta	9.00	2.00
Vegetto	9.00	2.00
TAFETTA		
Gill	10.00	3.00
Super Saiyan Goku (Delivery Boy)	10.00	3.00

TOYS

DRAGON BALL

BANDAI AMERICA (1995)

Fast Kicking Krillin	12.00	3.00
Staff Slashing Goku	12.00	3.00
Sword Swinging Yamcha	12.00	3.00
PVC FIGURES		
Bulma	10.00	3.00
Chi-Chi	8.00	2.50
Emperor Pilaf	6.00	2.00
Goku	10.00	3.00
Goku	10.00	3.00
Krillin	10.00	3.00
Launch	10.00	3.00
Master Roshi	10.00	3.00
Oolong	10.00	3.00
Ox-King	8.00	2.50
Puar	8.00	2.50
Yamcha	10.00	3.00

DRAGON BALL

EPOCH (1986)

Bulma	80.00	20.00
Goku	80.00	20.00
Master Roshi	80.00	20.00
Yamcha	80.00	20.00

DRAGON BALL GASHAPON

BANDAI JAPAN (1986-1992)

(1986)		
Box set (Oolong w/panties, Emperor Pilaf, Shu, Oozaru, Goku w/staff & Bulma)	90.00	23.00
Box set (Puar, Master Roshi, Oolong, Yamcha, shirtless Goku & Master Carrot)	100.00	25.00
(1992)		
Bulma	7.00	2.00
Chi-Chi	6.00	2.00
Emperor Pilaf	6.00	2.00
Goku	7.00	2.00
Goku	7.00	2.00
Krillin	7.00	2.00
Launch	6.00	2.00
Master Roshi	7.00	2.00
Oolong	6.00	2.00
Ox-King	6.00	2.00
Puar	6.00	2.00
Yamcha	6.00	2.00

DRAGON BALL KIDS

BANDAI JAPAN (1992)

Bulma	50.00	13.00
Goku	70.00	18.00
Master Roshi	70.00	18.00
Oolong	70.00	18.00

DRAGON BALL Z

AB GROUPE (1989-1998)

16" SUPER GUERRIERS (1998)		
Android 13	20.00	5.00
Android 15	20.00	5.00
Bardock	22.00	6.00
Goten	20.00	5.00
Janemba	50.00	13.00
Majin Boo	29.00	7.00
S.S. Son Goku 3	40.00	10.00
Tapion	24.00	6.00
Vegeta	25.00	6.00
Videl	25.00	6.00
2" SUPER GUERRIERS (1990)		
Set 1	15.00	4.00
Set 2	15.00	4.00
Set 3	15.00	4.00
Set 4	15.00	4.00
Set 5	15.00	4.00
Set 6	17.00	4.00
Set 7	15.00	4.00
Set 8	20.00	5.00
Set 9	15.00	4.00
Set 10	15.00	4.00
Set 11	15.00	4.00
Set 12	17.00	4.00
Set 13	15.00	4.00
Set 14	15.00	4.00
Set 15	15.00	4.00
Set 16	15.00	4.00
Set 17	15.00	4.00
Set 22	15.00	4.00
Set 26	15.00	4.00
Set 29	30.00	8.00
Set 31	25.00	6.00
3" SUPER GUERRIERS FLEXIBLE (1989)		
Goku	16.00	4.00
Goten	12.00	3.00
Janemba	10.00	3.00
S.S. Gohan	16.00	4.00
S.S. Goku	12.00	3.00
S.S. Gotenks	12.00	3.00
S.S. Gotenks 3	16.00	4.00
Trunks	12.00	3.00
COMBAT SETS (1990)		
Frieza Vs. Gohan	20.00	5.00
Gogeta Vs. Janemba	20.00	5.00
Paikuu Vs. Goku	20.00	5.00
S.S. Gogeta Vs. Janemba	20.00	5.00
S.S. Goku Vs. Taurus	30.00	8.00
S.S. Vegeta Vs. S.S. Goku	30.00	8.00
SUPER GUERRIERS ARTICULE (1990)		
Android 15	50.00	13.00
Bardock	16.00	4.00
Goku	12.00	3.00
Goten	15.00	4.00
Gotenks	20.00	5.00
Janemba	60.00	15.00
Kibito	30.00	8.00
Majin Buu	20.00	5.00
Minoshiya	25.00	6.00
S.S. Goku	18.00	5.00
S.S. Goku	20.00	5.00
Trunks	15.00	4.00
Vegeta	20.00	5.00
Videl	20.00	5.00
VEHICLES (1989)		
Capsule Shuttle	28.00	7.00
Frieza's Spacecraft	28.00	7.00
Gohan's Airplane	30.00	8.00
Mr. Satan's Car	32.00	8.00

DRAGON BALL Z

BANDAI AMERICA (1997)

BLASTING ENERGY ACTION (1997)		
Freeza	8.00	2.00
Ginyu	8.00	2.00
Goku	8.00	2.00
Piccolo	8.00	2.00
Super Saiyan Goku	8.00	2.00
Vegeta	8.00	2.00
COLLECTORS EDITION (1997)		
Collector's Edition Sound & Light Gohan	20.00	5.00
GIANTS (1997)		
Cyborg 13	28.00	7.00
Goku	28.00	7.00
Super Saiyan Goku	28.00	7.00
Vegeta	28.00	7.00
SUPER BATTLE COLLECTION (1997)		
Freeza	13.00	3.00
Goku	24.00	6.00
Piccolo	25.00	6.00
Super Saiyan Goku	30.00	8.00
Super Saiyan Vegeta	25.00	6.00
Trunks	25.00	6.00
Vegeta	15.00	4.00

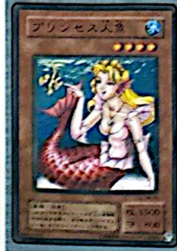
DRAGON BALL Z

BANDAI JAPAN (1989-1995)

FULL ACTION POSE (1991-1992)		
Son Gohan	60.00	15.00
Son Goku	30.00	8.00
Trunks	40.00	10.00
HYPER FIGURES (1995)		
Gogeta (w/halo)	20.00	5.00
Gohan	20.00	5.00
Goku (w/halo)	20.00	5.00
S.S. Gohan	20.00	5.00
S.S. Goku (w/halo)	20.00	5.00
S.S. Mystic Gohan (w/sword)	20.00	5.00
SS Vegeta (w/halo)	20.00	5.00
SS Vegetto	20.00	5.00
SS3 Goku (gold hair)	50.00	13.00
SS3 Goku (w/halo)	20.00	5.00
Vegeta (w/halo)	20.00	5.00
Vegetta	20.00	5.00
MINIs(1994)		
S.S. Gohan	10.00	3.00
S.S. Goku	10.00	3.00
S.S. Goku 3	10.00	3.00
S.S. Mystic Gohan	10.00	3.00
MINIs 2 (1994)		
S.S. Gogeta	10.00	3.00
S.S. Vegeta	10.00	3.00
S.S. Vegetto	10.00	3.00

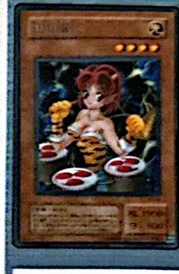
YU-GI-OH!'S FAB FOUR

MOST GRATUITOUS JAPANESE BABE ART



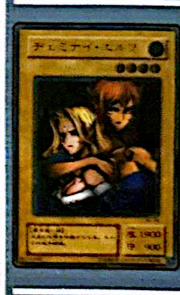
PRINCESS MERMAID

Oooh, oooh, let's play with the little fishies! Despite the relative lack of babes in this game compared with most anime, every once in a while a random mermaid with a low-cut top gets thrown in to whet players' appetites. She's not much of a "monster" per se, but she's got the nifty ability of gaining you 800 points a turn as long as she's face-up on the field. Add to that her 1500 attack and 800 defense, and you'll see that this mermaid isn't so little.



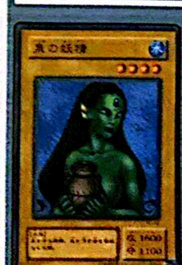
VOLT GIRL

Here's a chick to get all charged up about! We think she might be the new drummer for Josie and the Pussycats—just look at her tight-fitting tiger outfit. Rrrooowwwrrr! Her stats aren't bad, either. With a power level of just four—meaning you don't have to pay any tributes when you play her—she's got a humongous attack of 1900! You can only play her if all your other creatures have the Light attribute, but that's a small price to pay for such sheer shock value.



GEMINI ELF

You might think that they're twins from their card name, but we hear that these two elvish ladies are something more than just friends. If you really like them you can get them in either ultra rare, parallel rare or ultimate rare forms, too, though that'll take you at least a dozen boxes. Of course, with a 1900 attack at a level of four with no drawbacks, these two damsels are among the best monsters in the game, pound for pound.



FAERIE OF THE SPRING

Evidently Captain Kirk isn't the only one who gets his mojo on around green women, because players love this verdant vixen. Faerie of the Spring might inhabit the ocean depths most of the time, but she definitely comes out to play when the time's right. Her 1600 attack and 1100 defense are, like with the other babes, a pretty impressive total for just a level four monster. ■ JS

GREEN BAR PRICE HAS GONE UP • RED BAR PRICE HAS GONE DOWN • BLUE BAR NEW RELEASE

YU-GI-OH! PRICE GUIDE

TRI-HORNED DRAGON
This gigantic dragon can only be found as a secret rare in hobby cases of the first set.

EXODIA THE FORBIDDEN ONE
Like cards that say "you win the game" right on them? This is the card for you.

GAIA THE DRAGON CHAMPION
The crown jewel of the first set. Gaia is the secret rare in retail cases.

Note: C=Common R=Rare PR=Promo F=Fixed SP=Short-Printed Common SSP Super Short-Printed Common SR=Super Rare UR=Ultra Rare SEC=Secret Rare

YU-GI-OH! LEGEND OF BLUE-EYES WHITE DRAGON

UPPER DECK-2002

NAME	LOW	HIGH
Full Set (165 cards)	300.00	500.00
Booster Pack (9 cards)	5.00	8.00
Booster Box (24 packs)	120.00	180.00
Starter Deck (50 cards)	15.00	20.00
Starter Box (10 decks)	180.00	220.00
Commons	.25	.50
Fixed Cards	.25	.50

Unlimited Edition cards' prices are [illegible] their First Edition versions.

NAME	LOW	HIGH
Ancient Elf (F)	.25	.50
Ancient Telescope (F)	.25	.35
Ansatsu (F)	.25	.50
Aqua Madoor (R)	3.00	5.00
Armaill (C)	.25	.50
Armed Ninja (R)	3.00	5.00
Armored Starfish (C)	.25	.50
Baron of the Fiend Sword (F)	.25	.50
Basic Insect (C)	.25	.50
Battle Ox (F)	.25	.50
Beast Fangs (SP)	2.00	4.00
Beaver Warrior (C)	.25	.50
Blue-Eyes White Dragon (UR)	25.00	40.00
Book of Secret Arts (SP)	3.00	5.00
Card Destruction (SR)	2.00	4.00
Castle Walls (F)	.25	.50
Celtic Guardian (SR)	5.00	12.00
Change of Heart (F)	.25	.50
Charubin the Fire Knight (R)	3.00	5.00
Claw Reacher (F)	.25	.50
Curse of Dragon (SR)	8.00	12.00
D. Human (F)	.25	.50
Dark Assassin (F)	.25	.50
Dark Energy (SP)	3.00	5.00
Dark Gray (C)	.25	.50
Dark Hole (SR)	4.00	8.00
Dark King of the Abyss (C)	.25	.50
Dark Magician (UR)	15.00	25.00
Dark Titan of Terror (F)	.25	.50
Darkfire Dragon (R)	4.00	6.00
Darkworld Thorns (C)	.25	.50
De-Spell (F)	.25	.50
Destroyer Golem (F)	.25	.50
Dian Keto the Cure Master (F)	.25	.50
Dissolverock (C)	.25	.50
Doma the Angel of Silence (F)	.25	.50
Dragon Capture Jar (R)	3.00	5.00
Dragon Treasure (SP)	4.00	8.00
Dragon Zombie (F)	.25	.50
Dragoness the Wicked Knight (R)	3.00	5.00
Drooling Lizard (C)	.25	.50
Electro-Whip (C)	.25	.50
Enchanting Mermaid (C)	.25	.50
Exodia the Forbidden One (UR)	20.00	40.00
Feral Imp (F)	.25	.50
Fiend Reflection #2 (C)	.25	.50
Final Flame (R)	3.00	5.00
Firegrass (C)	.25	.50
Fireyarou (C)	.25	.50
Fissure (R)	3.00	5.00
Flame Ghost (R)	3.00	5.00
Flame Manipulator (C)	.25	.50
Flame Swordsman (SR)	10.00	20.00
Flower Wolf (R)	3.00	5.00
Follow Wind (SSP)	2.00	4.00
Forest (C)	.25	.50
Frenzied Panda (C)	.25	.50
Fusionist (R)	3.00	5.00
Gaia the Dragon Champion (SEC)	30.00	60.00
Gaia The Fierce Knight (UR)	10.00	15.00
Giant Soldier of Stone (R)	3.00	5.00
Goblin's Secret Remedy (R)	3.00	5.00
Gravedigger Ghoul (R)	3.00	5.00
Great White (F)	.25	.50
Green Phantom King (C)	.25	.50
Gyakutenno Megami (F)	.25	.50
Hane-Hane (R)	2.00	4.00
Hard Armor (C)	.25	.50
Hinotama (C)	.25	.50
Hinotama Soul (C)	.25	.50
Hitotsu-Me Giant (C)	.25	.50
Invigoration (F)	.25	.50
Judge Man (F)	.25	.50
Just Desserts (F)	.25	.50
Kagemusha of the Blue Flame (C)	.25	.50
Karbonala Warrior (R)	3.00	5.00
King Fog (C)	.25	.50
Kojikocy (F)	.25	.50
Koumori Dragon (F)	.25	.50
Kumootoko (C)	.25	.50
Kurama (C)	.25	.50
La Jinn the Mystical Genie of the Lamp (F)	.25	.50
Larvas (C)	.25	.50
Laser Cannon Armor (SP)	3.00	5.00
Last Will (F)	.25	.50
Left Arm of the Forbidden One (UR)	25.00	35.00
Left Leg of the Forbidden One (UR)	25.00	35.00
Legendary Sword (SP)	2.00	4.00
Lesser Dragon (C)	.25	.50
Lord of D. (SP)	3.00	5.00
M-Warrior #1 (C)	.25	.50
M-Warrior #2 (C)	.25	.50
Machine Conversion Factory (SP)	1.00	3.00
Magical Ghost (F)	.25	.50
Mammoth Graveyard (C)	.25	.50
Man Eater (C)	.25	.50
Man-Eater Bug (SR)	4.00	8.00
Man-Eating Treasure Chest (F)	.25	.50
Masaki the Legendary Swordsman (C)	.25	.50
Master & Expert (F)	.25	.50
Meda Bat (C)	.25	.50
Metal Dragon (R)	4.00	8.00
Misairuzame (C)	.25	.50
Monster Egg (C)	.25	.50
Monster Reborn (UR)	8.00	15.00
Mountain (C)	.25	.50
Mysterious Puppeteer (F)	.25	.50
Mystic Clown (F)	.25	.50
Mystic Horseman (F)	.25	.50
Mystical Elf (SR)	6.00	10.00
Mystical Moon (SP)	4.00	6.00
Mystical Sheep #2 (C)	.25	.50
Nemuriko (C)	.25	.50
Neo the Magic Swordsman (F)	.25	.50
Ogre of the Black Shadow (F)	.25	.50
One-Eyed Shield Dragon (C)	.25	.50
Ookazi (F)	.25	.50
Pale Beast (F)	.25	.50
Petit Angel (C)	.25	.50
Petit Dragon (C)	.25	.50
Polymerization (SR)	15.00	25.00
Pot of Greed (R)	4.00	8.00
Power of Kaishin (SP)	3.00	5.00
Raigeki (SR)	10.00	18.00
Raise Body Heat (SSP)	1.00	3.00
Ray & Temperature (C)	.25	.50
Reaper of the Cards (R)	5.00	10.00
Red Medicine (C)	.25	.50
Red-Eyes B. Dragon (UR)	25.00	50.00
Reinforcements (F)	.25	.50
Remove Trap (C)	.25	.50
Reverse Trap (F)	.25	.50
Right Arm of the Forbidden One (UR)	25.00	35.00
Right Leg of the Forbidden One (UR)	25.00	35.00
Rogue Doll (F)	.25	.50
Root Water (C)	.25	.50
Rude Kaiser (F)	.25	.50
Ryu-Kishin (F)	.25	.50
Ryu-Kishin Powered (F)	.25	.50
Sand Stone (C)	.25	.50
Silver Bow and Arrow (SP)	3.00	5.00
Silver Fang (C)	.25	.50
Skull Red Bird (C)	.25	.50
Skull Servant (C)	.25	.50
Sogen (C)	.25	.50
Sorcerer of the Doomed (F)	.25	.50
Soul Exchange (SR)	4.00	6.00
Sparks (C)	.25	.50
Spike Seadra (C)	.25	.50
Spirit of the Harp (R)	3.00	5.00
Steel Ogre Grotto #1 (C)	.25	.50
Stop Defense (R)	4.00	6.00
Succubus Knight (C)	.25	.50
Summoned Skull (F)	.25	.50
Sword of Dark Destruction (F)	.25	.50
Swords of Revealing Light (SR)	12.00	20.00
Swordstalker (F)	.25	.50
Terra the Terrible (C)	.25	.50
The 13th Grave (C)	.25	.50
The Flute of Summoning Dragon (SR)	2.00	4.00
The Furious Sea King (C)	.25	.50
The Inexperienced Spy (F)	.25	.50
The Stern Mystic (F)	.25	.50
The Wicked Worm Beast (F)	.25	.50
Trap Hole (SR)	4.00	8.00
Trap Master (F)	.25	.50
Tri-Horned Dragon (SEC)	20.00	40.00
Trial of Hell (C)	.25	.50
Tripwire Beast (C)	.25	.50
Turtle Tiger (C)	.25	.50
Two-Mouth Darkruler (C)	.25	.50
Two-Pronged Attack (R)	3.00	5.00

(continued on pg. 94)

SUPER BATTLE COLLECTION (1989-1995)		
Dragonball Z Movie 7 3-Pack (Gold hair Trunks, Goku & Trunks, only release of SS Trunks in Capsule Corp. Jacket)	275.00	69.00
00 Son Goku Perfect Version	26.00	7.00
01 Son Goku	33.00	8.00
02 Super Saiyan Son Goku	22.00	6.00
03 Piccolo Daimaoh	12.00	3.00
04 Vegeta	13.00	3.00
05 Trunks	15.00	4.00
06 Freeza	35.00	9.00
07 Super Vegeta	18.00	5.00
08 Son Gohan	12.00	3.00
09 Super Saiyan Son Gohan	14.00	4.00
10 Super Saiyan Broly	25.00	6.00
11 Cell	16.00	4.00
12 Super Saiyan Trunks	10.00	3.00
13 Super Saiyan Son Gohan	9.00	2.00
14 Great Saiyaman	8.00	2.00
15 Son Goten	10.00	3.00
16 Trunks	9.00	2.00
17 Super Saiyan 3 Son Goku	20.00	5.00
18 Gotenks	10.00	3.00
19 Super Saiyan Vegetto	10.00	3.00
20 Majin Boo	19.00	5.00
21 Super Saiyan Gogeta	15.00	4.00
22 Vegetto	14.00	4.00
23 Majin Boo	20.00	5.00
24 Super Saiyan Gotenks	30.00	8.00
25 Son Goku	14.00	4.00
26 Son Gohan Ultimate Version	15.00	4.00
27 Super Saiyan Vegeta	33.00	8.00
DRAGONBALL GT		
28 Son Goku & Pan	20.00	5.00
29 Trunks & Gill	12.00	3.00
30 Super Saiyan Son Goku	10.00	3.00
31 Super Saiyan Trunks	10.00	3.00
32 Super Saiyan Son Goku	10.00	3.00
33 Vegeta & Baby	18.00	5.00
34 Super Baby	22.00	6.00
35 Super Saiyan Gohan & Goten	14.00	4.00
36 Dob	25.00	6.00
37 Super Baby Ultimate Version	15.00	4.00
38 Super Saiyan Son Goku	15.00	4.00
39 Great Monkey Baby	40.00	10.00
40 Super Android #17	18.00	5.00
41 Super Saiyan Vegeta 4	22.00	6.00
42 Super Saiyan Gogeta	18.00	5.00

DRAGON BALL Z [illegible]

IF LABS (1997-2001)

DRAGONBALL COLLECTORS SERIES		
Boss Rabbit & Goku	[illegible]	[illegible]
Bulma	[illegible]	[illegible]
Emperor Pilaf & Shu	[illegible]	[illegible]
Master Roshi	[illegible]	[illegible]

DRAGON BALL Z [illegible]

IRWIN (1997-CURRENT)

16-INCH SUPER SIZED		
Cyborg 13	[illegible]	[illegible]
Goku	[illegible]	[illegible]
Goku and Gohan	[illegible]	[illegible]
Goten	20.00	[illegible]
Majin Boo	18.00	5.00
Super Saiyan Goku	18.00	5.00
Tapion	20.00	[illegible]
Vegeto	20.00	[illegible]
Videl	20.00	5.00
BLASTING ENERGY		
Frieza	23.00	5.00
Ginyu	23.00	5.00
Goku	20.00	5.00
Piccolo	20.00	5.00
Super Saiyan Goku	20.00	5.00
Vegeta	20.00	5.00
SERIES 2		
Cell ("Imperfect")	16.00	4.00
Frieza (Form III)	12.00	3.00
Gohan	14.00	4.00
Krillin	15.00	4.00
Super Saiyan Gohan	12.50	3.00
Trunks (Super Saiyan Future)	15.00	4.00
9-INCH COLLECTOR'S EDITION		
Goku	18.00	4.00
Super Saiyan Gohan	15.00	4.00
Super Saiyan Vegeta	18.00	4.00
SECRET SAIYAN WARRIORS		
Gohan/Secret Saiyan Gohan	13.00	3.00
Goku/Secret Saiyan Goku	13.00	3.00
Trunks/Secret Saiyan Trunks	13.00	3.00
Vegeta/Secret Saiyan Vegeta	13.00	3.00
THE SAGA CONTINUES:		
Frieza	12.00	2.25
Goku	15.00	4.00
Piccolo	12.00	2.50
Super Saiyan Goku	18.00	5.00
Super Saiyan Vegeta	15.00	4.00
Trunks (w/sword)	35.00	9.00
Vegeta	12.00	3.00
SERIES 2		
Gohan	12.00	2.25
Goku	11.00	2.25
Piccolo	11.00	2.50
Super Saiyan Broly	22.00	5.00
Super Saiyan Gohan	15.00	4.00
Super Saiyan Goku	20.00	5.00
Super Saiyan Vegito	10.00	2.25
SERIES 3		
Cell	12.00	3.00
Goten	10.00	2.50
Great Saiyaman	10.00	2.50
Super Saiyan Gohan (gold hair)	20.00	5.00
Super Saiyan Trunks (gold hair)	18.00	5.00
Trunks (gold hair)	14.00	4.00
SERIES 4		
Gogeta	10.00	2.50
Goku	10.00	2.50
Majin Boo	12.00	3.00
Mr. Boo	10.00	2.50
Super Saiyan Goku	12.00	3.00
Vegeta	10.00	2.50
Vegito	10.00	2.50
SERIES 5		
Goten	10.00	2.50
Piccolo	10.00	2.50
Super Saiyan Gohan	12.00	3.00
Tapion	10.00	2.50
Trunks	10.00	2.50
Vegeta	10.00	2.50
Vegito	10.00	2.50
SERIES 6		
Frieza	12.00	3.00
Krillin	10.00	2.50
Piccolo	10.00	2.50
Super Saiyan Goku 3	10.00	2.50
Trunks	12.00	3.00
SERIES 7		
Broly	20.00	5.00
Goten	10.00	2.50
Gotenks	10.00	2.50
Trunks	10.00	2.50
Vegeta	10.00	2.50
SERIES [illegible]		
[illegible]	6.00	1.50
[illegible]	6.00	1.50
[illegible]	5.00	1.50
[illegible]	5.00	1.50
[illegible]	5.00	1.50
[illegible]	[illegible]	2.25
[illegible]	[illegible]	2.25
[illegible]	9.50	2.25
[illegible]	[illegible]	2.25
[illegible]	[illegible]	2.25
[illegible]	[illegible]	2.25
[illegible]	[illegible]	2.25
[illegible]	9.50	2.25
[illegible]	[illegible]	2.25
[illegible]	[illegible]	2.25
[illegible]	9.50	2.25
SERIES [illegible]		
[illegible]	[illegible]	2.25
[illegible]	9.50	2.25
Goku	9.50	2.25
Piccolo	9.50	2.25
Super Saiyan Vegeta	9.50	2.25
Vegeta	9.50	2.25
SERIES 12		
Super Saiyan Broly	9.50	2.25
Super Saiyan Gohan	9.50	2.25
Super Saiyan Goku	11.00	2.25
Super Saiyan Trunks	9.50	2.25
Super Saiyan Vegeta	9.50	2.25
Super Saiyan Vegita	11.00	2.25
SERIES 13		
Frieza	9.50	2.25
Goku	10.00	2.25
Minoshiya	9.50	2.25
Piccolo	10.00	2.25
Vegeta	9.00	2.00
DRAGONBALL Z		
Buma & Ginyu Frog	35.00	9.00
DBZ Collector's Pack (Nappa, Master Roshi ERROR: not a repaint, Garlic Jr. and Raditz; E: Musicland)	40.00	9.00
DBZ Collector's Pack (Nappa, Master Roshi exclusive repaint, Garlic Jr., & Raditz; E: Musicland)	30.00	10.00
DBZ Collector's Pack (Nappa, Roshi, & Raditz)	25.00	7.00
Garlic Jr. with Orb	15.00	2.25
Master Roshi w/Turtle	10.00	2.25

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YU-GI-OH!
POKÉMON
ON SALE OCTOBER 16, 2002
wizardworld.com

YU-GI-OH! PRICE GUIDE

CHANGE OF HEART
It can win you the game immediately if you steal the only opposing defender.

SUMMONED SKULL
The Skull's back again in ultra-rare form, and it's still just as big and nasty as ever.

MIRROR FORCE
Blowing up your opponent's entire army is a good thing. Might as well pack this big gun!

NAME	LOW	HIGH
Tyhone (C)	.25	.50
Ultimate Offering (F)	.25	.50
Umi (C)	.25	.50
Unknown Warrior of Fiend (F)	.25	.50
Uraby (C)	.25	.50
Vile Germs (SP)	3.00	5.00
Violet Crystal (SP)	2.00	4.00
Waboku (F)	.25	.50
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Yami (C)	.25	.50

YU-GI-OH! METAL RAIDERS

UPPER DECK-2002

Commons

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Booster Box (24 packs)	80.00	110.00

Unlimited Edition cards' prices are 0.5x-0.8x their First Edition versions.

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Doma The Angel of Silence (C)	.25	.50
Dragon Piper (C)	.25	.50
Dream Clown (SP)	1.00	3.00
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Feral Imp (SP)	1.00	3.00

NAME	LOW	HIGH
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Gazelle the King of Mythical Beasts (SSP)	1.50	3.50
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Giga-Tech Wolf (C)	.25	.50
Giltia the D. Knight (C)	.25	.50
Great Moth (R)	6.00	10.00
Ground Attacker Bugroth (C)	.25	.50
Guardian of the Labyrinth (C)	.25	.50
Harpie Lady (C)	4.00	8.00
Harpie Lady Sisters (SR)	10.00	15.00
Heavy Storm (SR)	8.00	12.00
Hibikime (C)	.25	.50
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Hyosube (C)	.25	.50
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Kojikocy (C)	.25	.50
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Milus Radiant (R)	2.00	4.00
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Queen's Double (SP)	1.00	3.00

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Rainbow Flower (SP)	4.00	6.00
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Steel Scorpion (C)	.25	.50
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Suijin (SR)	15.00	25.00
Summoned Skull (UR)	10.00	20.00
Swamp Battleguard (C)	.25	.50
Sword of Deep-Seated (C)	2.00	4.00
Tainted Wisdom (C)	.25	.50
The Bistro Butcher (C)	.25	.50
The Cheerful Coffin (C)	.25	.50
The Immortal of Thunder (C)	.25	.50
The Little Swordsman of Aile (C)	.25	.50
The Unhappy Maiden (SP)	1.00	3.00
Thousand Dragon (SEC)	25.00	50.00
Thunder Dragon (SP)	4.00	8.00
Time Wizard (UR)	20.00	30.00
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Tremendous Fire (C)	.25	.50
Trent (C)	.25	.50
Tribute to The Doomed (SR)	6.00	10.00
Twin-Headed Thunder Dragon (SR)	6.00	10.00
Water Omotics (C)	.25	.50
White Magical Hat (R)	4.00	6.00
Winged Dragon, Guardian of the Fortress #1 (C)	.25	.50
Witch of the Black Forest (R)	4.00	8.00
Witch's Apprentice (R)	3.00	5.00
Yado Karu (C)	.25	.50

YU-GI-OH! PROMOS

UPPER DECK-2002

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Seiyaryu (DDS-004)(PR)	8.00	15.00
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Jeice	9.00	2.25
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Krillin/ Gohan	13.00	3.00
SERIES 4		
Android 17	12.00	3.00
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Goku	9.00	2.25
Piccolo	9.00	2.25
SERIES 5		
Dr. Gero	9.00	2.25
Super Saiyan Gohan	9.00	2.25
Super Saiyan Goku	9.00	2.25
Super Saiyan Vegeta	12.00	3.00
Super Saiyan Vegeta (gold hair; E: EB)	10.00	2.25
Teen Trunks	10.00	2.25
Teen Trunks (gold hair; E: EB)	10.00	2.25
Teen Trunks (metallic; E: Beckett)	10.00	2.25
SERIES 6		
Android 16	9.00	2.25
Android 16 (metallic; E: Z-Store)	10.00	2.25
Android 19	9.00	2.25
Perfect Cell w/Cell Jr.	9.00	2.25
Perfect Cell w/Cell Jr. (metallic; E: Beckett)	10.00	2.25
Super Saiyan Goku in Armor	9.00	2.25
Super Saiyan Trunks in Armor	9.00	2.25
Super Saiyan Trunks in Armor (metallic; E: Z-Store)	10.00	2.25
SERIES 7		
Goku	9.00	2.00
Great Saiyaman	9.00	2.00
Majin Vegeta (black hair)	9.00	2.00
Majin Vegeta (blonde hair)	9.00	2.00
Spopovich	9.00	2.00
SS Teen Gohan	9.00	2.00
SERIES 8		
Dabura	9.00	2.00
Goku	11.00	3.00
S.S. Gohan	10.00	3.00
S.S. Trunks & S.S. Goten	11.00	3.00
Videl (w/dinosaur)	10.00	2.50
SERIES 9		
Babidi	9.00	2.00
Hercule	9.00	2.00
Krillin	9.00	2.00
Majin Buu	9.00	2.00
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Piccolo	9.00	2.25
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Super Saiyan Trunks	9.00	2.25
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Tien	20.00	5.00
Trunks	20.00	5.00
Vegeta	20.00	5.00
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Super Saiyan Goku	11.00	3.00
Super Saiyan Trunks	11.00	3.00
Super Saiyan Vegeta	11.00	3.00
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Capsule 192 Plane with Krillin	7.00	2.00
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Goku / Super Saiyan Goku	15.00	4.00
Trunks / Super Saiyan Trunks	15.00	4.00
Vegeta / Super Saiyan Vegeta	15.00	4.00

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Cell	12.00	3.00
Frieza	20.00	5.00
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Piccolo	10.00	2.50
S.S. Gohan	10.00	2.50
S.S. Son Gohan	10.00	2.50
S.S. Trunks	12.00	3.00
S.S. Vegeta	14.00	3.00
S.S. Vegetto	10.00	2.50
Son Gohan	10.00	2.50
Son Goku	12.00	3.00
Son Goku (Perfect version)	18.00	4.50
Son Goten	10.00	2.50
Super Saiyan Son Goku	12.00	3.00
Trunks	15.00	3.00
Trunks (youth)	10.00	2.50
Vegeta	12.00	3.00
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S.S.4 Son Goku	10.00	2.50
S.S. 4 Vegeta	10.00	2.50
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S.S. Trunks	10.00	2.50
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Son Goku & Pan	15.00	3.00
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Super Baby Ultimate Version	12.00	3.00
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Battle Arena w/ Majin Buu & S.S.3 Goku	25.00	6.00
Frieza's [illegible]	20.00	5.00
Mr. Satan's [illegible] Tien, Mr. Satan & [illegible]	25.00	6.00
[illegible]	20.00	5.00
S.S.3 [illegible]	25.00	6.00

[illegible] UMS

[illegible]	.50	1.25
[illegible]	.50	1.25
[illegible]	.50	1.25
[illegible]	.50	1.25
[illegible]	.50	1.25
[illegible]	.50	1.25
[illegible]	.50	1.25

[illegible] L Z (2002)

[illegible]	[illegible]	1.00
[illegible]	[illegible]	1.00
[illegible]	[illegible]	1.00
[illegible] Blaster	[illegible]	1.00
Super [illegible] Blast [illegible]	3.00	1.00

DRAGON BALL Z MOVIE FIGURES

[illegible] LABS (2002 [illegible])

Cooler	22.00	5.00
Lord Slug	18.00	5.00
Piccolo	18.00	5.00
Super Saiyan Goku	18.00	5.00

Big honkin' thanks to Tracy "Soda" Segar of www.fullrage.homestead.com & Dan Hancock, Corey Janson, Brian Langis, and Brian Bruening of Dragonballtoys.com, who run ridiculously good websites which we consulted while compiling this guide.

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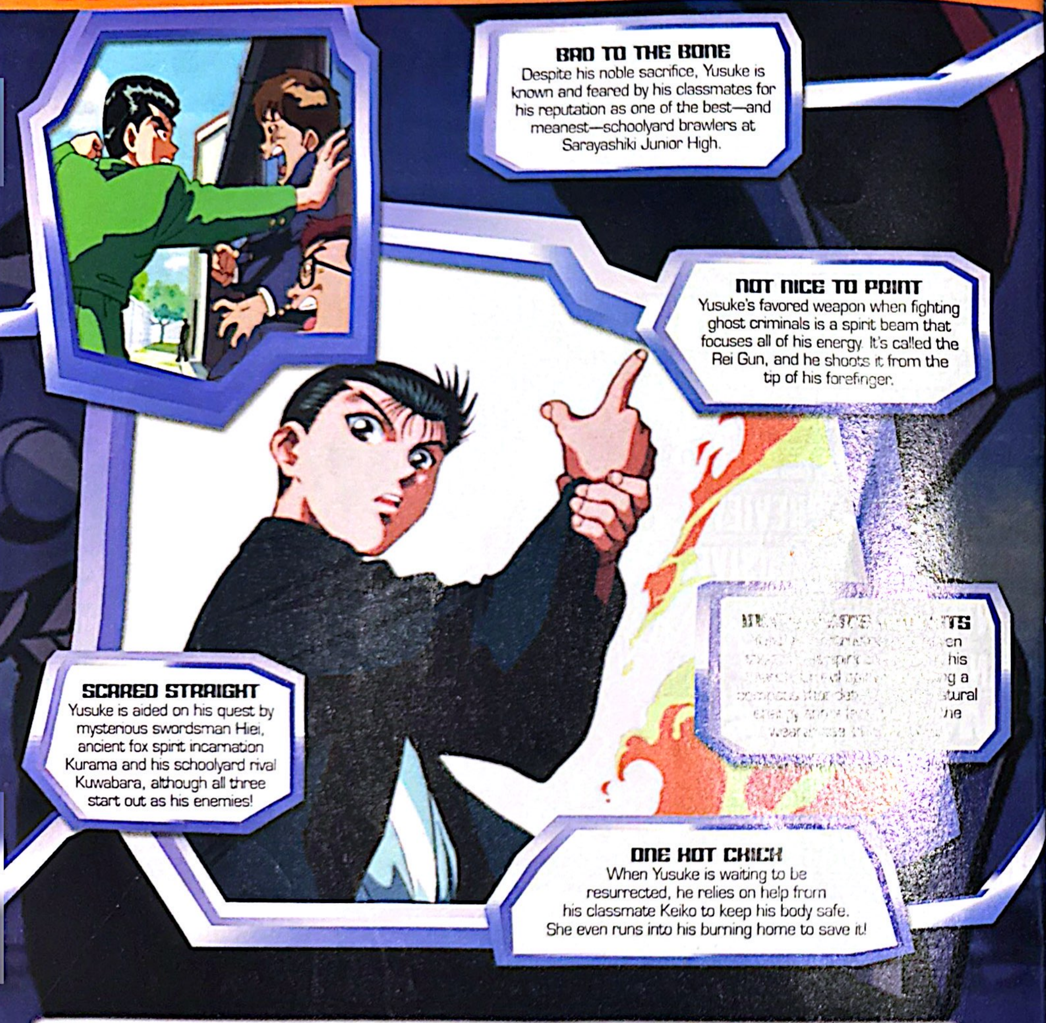
BY JEREMY BENT

INVASION PROFILE

YU YU HAKUSHO'S YUSUKE URAMESHI



BAD TO THE BONE
Despite his noble sacrifice, Yusuke is known and feared by his classmates for his reputation as one of the best—and meanest—schoolyard brawlers at Sarayashiki Junior High.

NOT NICE TO POINT
Yusuke's favored weapon when fighting ghost criminals is a spirit beam that focuses all of his energy. It's called the Rei Gun, and he shoots it from the tip of his forefinger.

[illegible]TS
[illegible] en [illegible] spirit [illegible] his [illegible] g a [illegible] tural [illegible] he [illegible]

SCARED STRAIGHT
Yusuke is aided on his quest by mysterious swordsman Hiei, ancient fox spirit incarnation Kurama and his schoolyard rival Kuwabara, although all three start out as his enemies!

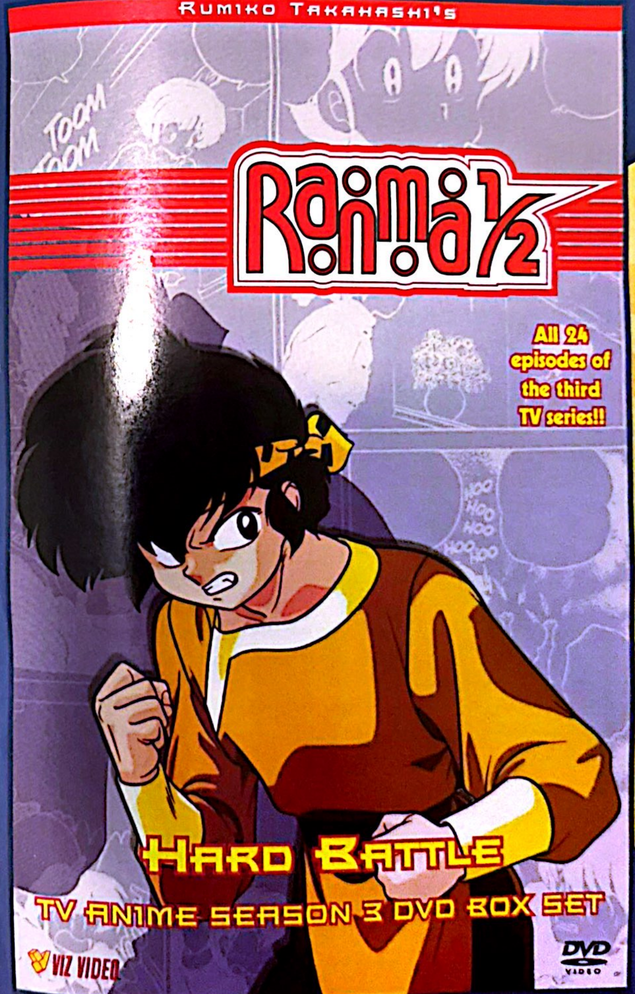
ONE HOT CHICK
When Yusuke is waiting to be resurrected, he relies on help from his classmate Keiko to keep his body safe. She even runs into his burning home to save it!

ORIGIN: When young punk Yusuke Urameshi sacrifices his own life to save a boy playing in the street, he is given the chance to come back from the dead due to his unexpected and selfless deed. But in return for gaining his life back, he is charged with tracking down and capturing rogue demons as a "spirit detective." Together with Botan, his partner from Hell (literally!), Yusuke defends the human world while dealing with a no-good mom, teachers that hate him, students who fear him and a great number of powerful demons who want him dead…again.

NOW APPEARING: The adventures of Yusuke and his demon-hunting pals are being released by FUNimation on DVD and VHS, with the first sixteen episodes on Volumes 1-4 and a line of action figures available now. Volumes 5 and 6 are set to arrive on DVD and VHS on Oct 8th, so mark your calendars. In the meantime, anime fans who just want to see what *Yu Yu Hakusho*'s all about can catch it as the kickoff to Cartoon Network's Adult Swim anime action lineup every week on Saturday nights at 11 p.m.

Get Ready for Battle!

Ranma 1/2 HARD BATTLE DVD BOX SET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DVD includes bonus,
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